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Month **In View**

The newest products, the latest news and the answers to some of the oldest questions. **Nick Veitch** reckons we've got it all…



Nick Veitch
Editor

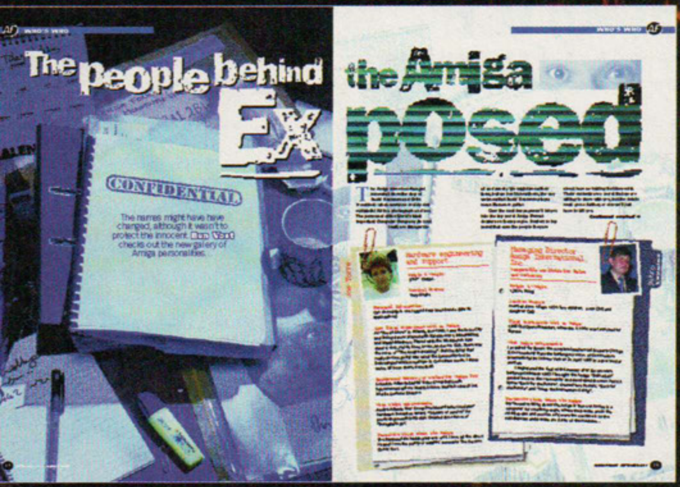
Unfortunately, there is still no news on the new Amiga OS. We were hoping that there might have been some announcement made in time for this issue, but it was not to be. Apparently negotiations are still proceeding – let's just hope they manage to get it all signed and sealed in enough time for the "November Boxes" to actually manage to come out in time for, er, November.

However, we did think it was high time that the people actually in charge of Amiga Inc. stood up and identified themselves, so after a series of interviews and other clandestine operations, we have compiled a huge dossier on the movers and shakers at Amiga Inc. and their related organisations. Check out the results of our detective work in the feature starting on page 14.

We also have some great products on test this month. Check out the review of *Elastic Dreams*, where former members of the *AF* team discover the hard way that they should always burn all photographs of themselves before moving on to pastures new. We also have an exclusive look at *NetConnect 2*, the new all-in-one Internet offering from Active.

But it isn't all new things we'll be looking at. We are also examining something which has been around since the dawn of the Amiga – Libraries. Many people seem a little confused by what they are and what they do, not to mention which ones they should have, so we gave special agent John Kennedy the task of putting you straight.

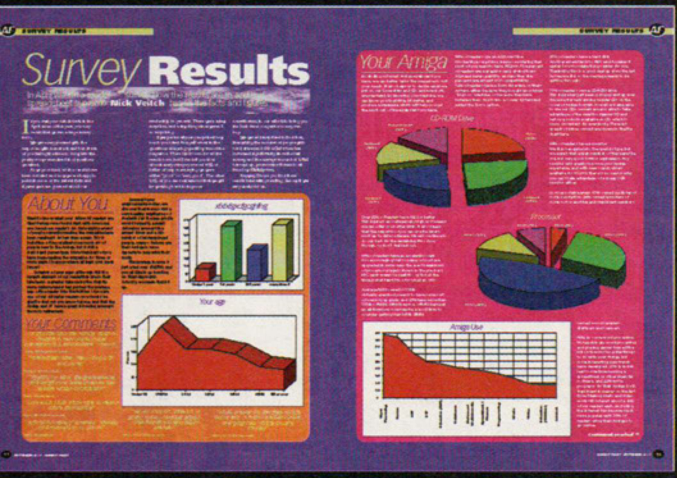
As ever, there is an awful lot more in the magazine than I can hope to cover in this small space so do yourself a favour and check out the contents of this super issue overleaf.



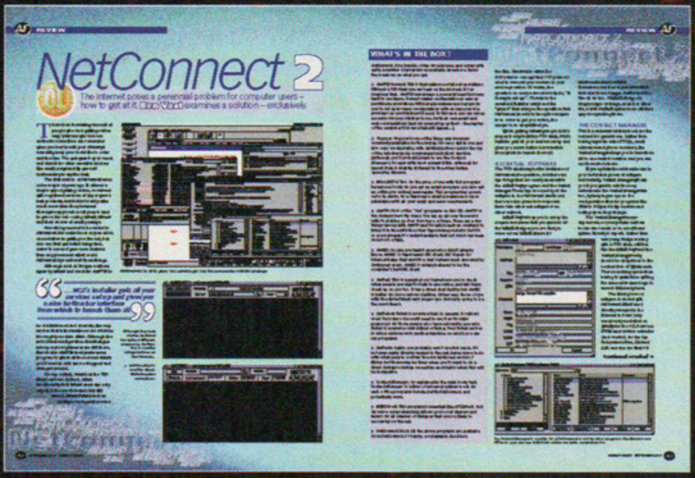
WHO'S WHO IN THE AMIGA WORLD PAGE 14
Discover who the people we have entrusted the future of the Amiga platform to actually are, and what makes them think they know what they're doing.



LIBRARIES PAGE 22
Not the buildings full of papery things, but the truth behind those files to be found in your "libs" drawer, and why they are your friends.



SURVEY RESULTS PAGE 44
We asked for your opinions and, er, you gave them to us. Check out our findings and what constitutes the "average" Amiga user here.



NETCONNECT 2 PAGE 52
A one-stop solution to getting online? The ever communicative **Ben Vost** checks it out for you.

AMIGA FORMAT Contents

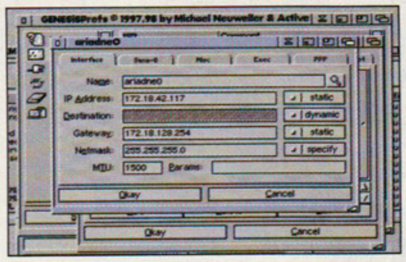
ISSUE 114 SEPTEMBER 1998

NEWS

REGULARS

CREATIVE

SERIOUSLY AMIGA

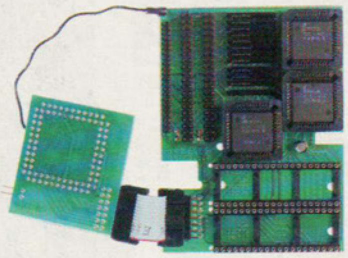


The fastest, easiest and best way to get online?



One of the many excellent images on the new Aminet CD.

Using an Amiga 4000T PPC , LightWave Ver 5.5



AF Competition!

Give your Amiga a huge speed increase with this superb bit of kit – for free!

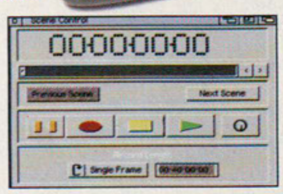




Work for *AF* for too long and you too could end up looking like this...



Costly and pretty ugly, but replete with a whole host of amazing features.



The best non-linear editing application available on the Amiga?



WHAT'S UP?

WORLD NEWS

No News is Good News

The recent Midwest Amiga Expo in Sacramento, California, turned out to be a bit of a disappointment for those who were expecting Jeff Schindler to appear, but for everyone else it was a great success.

Taking place over three days in the Ramada Inn, the show wasn't even as large as the UK's WOA, but it held a lot of the Amiga faithful. Although Jeff Schindler, Allan Havemose and Joe Torre could not attend, Amiga Inc.'s head of PR, Bill McEwen, was on hand to give out details of the planned system and to point out a few home truths.

First came the evidence (from an uncredited source) that by the year 2000, the percentage of people using a Windows product (either 95/98 or NT) to drive their computer would be an all-conquering 91.2%, with the Mac dropping from its current status at 4.2% to a measly 1.9%, Linux rising from 2.4% to 4.2% and "other" (that's our category folks, and we share it with other OSes) dropping from 2.7% to an almost invisible 0.5%.

This, Bill pointed out, is why the next generation Amiga has to sidestep the Microsoft monopoly and offer something that is as shocking in two year's time as the Amiga was in 1985.

To that end, he confirmed details about what would be needed in order to achieve this feat. These details were released in May in a fairly vague fashion and were clarified at this show.

The new machine will have:

- A real-time 3D engine with 2D primitives
- HDTV resolutions (up to 1920x1080)
- RGB, PAL & NTSC encodings
- Multiple simultaneous MPEG-II decoding
- Hardware filtering, scaling, colour space conversions, de-interlacing
- Dolby AC-3 sound (six-channel)
- A scalable architecture using multiple multimedia processors (like the Classic Amiga)
- 56k modem (minimum)
- PCI Controller
- Rich development environment, C++, assembler, debugger, linker, etc. Native Java VM.

> "...Amiga Inc. want to bring out a computer that makes the 'personal' in 'personal computer' important again."



The future looks brighter than ever, and it's even a bit clearer following Bill McEwen's speech at AmiWest '98.

The real-time 3D graphics chip will be able to deliver 400,000,000 3D shaded, textured pixels per second, giving a throughput of something like 1.2Gb/s, compared to ECS's 8Mb/s and AGA's 32Mb/s.

The Java Virtual Machine is likely to be interpreted, but Bill doesn't foresee that this will make it any slower. This is because the processor will be able to interpret Java instructions as fast as it would be able to deal with compiled ones, without losing the processor-independent advantages.

He also went on to say that although Exec was the smallest, fastest microkernal back in 1985, and still beats a lot of what is currently available, the Amiga now needs industry standard APIs to compete – things like OpenGL, Java and the like. The new Amiga would need APIs geared towards convergence in order to control things like household appliances, and that the Amiga could be the driving force behind a whole new set of standards.

Likewise, he wants to keep a lot of the things that have made the Amiga great, such as responsiveness, memory and user-friendly interface and on-the-fly localisation, which he believes is very important in an increasingly global marketplace. In short, he summed up, Amiga Inc. want to bring out a computer that makes the 'personal' in 'personal computer' important again.

While a lot of this isn't news to people on the net, it's material we haven't really been able to print in the magazine before, and it confirms our impression that Amiga Inc. are really pushing ahead with the project. Bill McEwen also stated that the details of the new machine would be available to view on their website (http://www.amiga.com), and from next month, their website will be included on our CD.

Hitachi have more memory than you!

Hitachi will begin shipping 1Gb memory modules by the end of the first quarter of 1999, they recently announced.

Yes, that's right: 1Gb on a single SIMM, DIMM, whatever it takes. They are going to produce these modules by using 32 256-Mbit DRAM chips on a single board, giving this massive amount of memory – more than most people's hard drives – in a single memory module.

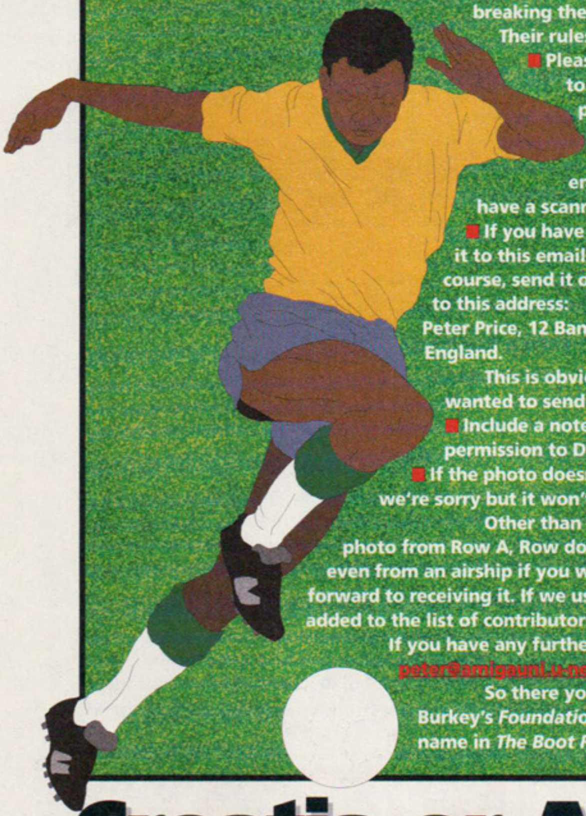
The modules won't be easily affordable for everyone to start with, however. Each 1Gb module will initially be designed for the server market and will cost approximately $6,000. However, as has happened in the past, prices will no doubt come down dramatically by the start of the next millenium.

For proof of this, look at the 32Mb SIMM. When it was first launched, each one cost in the region of £1,200. Now they can be picked up for around a pound per megabyte. Having said that, 32Mb SIMMs are currently based around 16Mbit DRAMs and, as the move towards 64Mbit and eventually 256Mbit comes around, memory will be cheaper than ever. It's quite possible that, in the future, the distinction between hard drive space and memory will become more blurred than ever, with hard drive speeds becoming faster and faster and memory sizes growing to match.

It's unlikely that this 1Gb memory module will be in the form of a standard SIMM because it would be too slow and thus you wouldn't be able to fit it to your Blizzard 1260, but perhaps the next generation of Amiga will be able to handle it without any problems.

You can find out more by visiting Hitachi SemiConductor's website at: http://semiconductor.hitachi.com/.

Footie photo Fanfare!



Dynamic Youth Designs have a slight problem with their new football management game, *The Boot Room*. It seems they only have one picture with which to illustrate it at the moment, so they are looking to fellow Amigans to help out with football photographs they've taken at stadia around the world.

They have a number of stipulations, mainly to do with not breaking the laws of copyright.

Their rules are repeated below:

- Please ensure they are your own work. We don't want to get into trouble when you send us someone else's photo, only to find out it's copyrighted.
- You can scan the photos yourself (256-colour IFF format) or send them (with a stamped, addressed envelope if you want them back) for us to scan. We have a scanner and a willing volunteer.
- If you have scanned it yourself, attach it to an email and send it to this email address: photos@amigauni.u-net.com. You can, of course, send it on disk (not forgetting the SAE if you want it back) to this address:
  Peter Price, 12 Bamburgh Place, Darlington, County Durham, DL1 2AJ, England.
  This is obviously the same address you would use if you wanted to send the photo itself.
- Include a note or a text file which says something like: "I grant permission to DYD to use this/these photo(s) in *The Boot Room*."
- If the photo doesn't look good in AGA 256-colour Hi-Res laced then we're sorry but it won't be used

Other than that there are no restrictions. You can take the photo from Row A, Row double-Z, inside the stadium, outside the stadium, even from an airship if you want! Just make it good quality and we'll look forward to receiving it. If we use your photo in the game, your name will be added to the list of contributors within the docs and maybe to the game itself.

If you have any further questions, please direct them to me at peter@amigauni.u-net.com

So there you have it. You may already have your mug in Paul Burkey's *Foundation*. Now you can have the opportunity to get your name in *The Boot Room* too!

Croatia or Amiga fans?

Football fans keen on the World Cup which recently ended did a double take when they first saw the Croatian home strip, so much so that the *Amiga Format* office received loads of emails from people asking whether Amiga Inc./Int. had sponsored them. You see, the official Croatian strip, especially when worn by obese people, bore an uncanny resemblance to the Boing Ball we all know and love. Unfortunately, far from being an advertising coup, it was just their national strip…





"You're not singing anymore!" Croatia came close, but didn't make it to the final.

GTI CHARTS

TOP 25 AMIGA-PRODUCTIVITY

1	CD	Aminet 25
2	CD	Amiga Format CD 28
3	CD	Aminet Set 6
4	CD	Amiga Format CD 27
5	Audio	Back For The Future
6	CD	Amiga Forever 2
7	CD	Aminet 24
8	CD	Scala MM 400
9	CD	Personal Paint 7.1
10	Disk	Miami 3.x
11	Disk	TurboPrint Pro 6 (English)
12	CD	Elastic Dreams
13	CD	Euro CD 3
14	CD	Kara Collection
15	CD	Aminet Set 5
16	CD	Aminet Set 3
17	Disk	Oxyron Patcher
18	CD	Amiga Tools 8
19	CD	Aminet Set 1
20	CD	Aminet 23
21	CD	Personal Suite
22	CD	Aminet Set 2
23	CD	Wordworth 7
24	Disk	Network PC
25	Disk	TurboPrint Pro 6 (German)

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Continued overleaf ➡

Amiga news stories escape

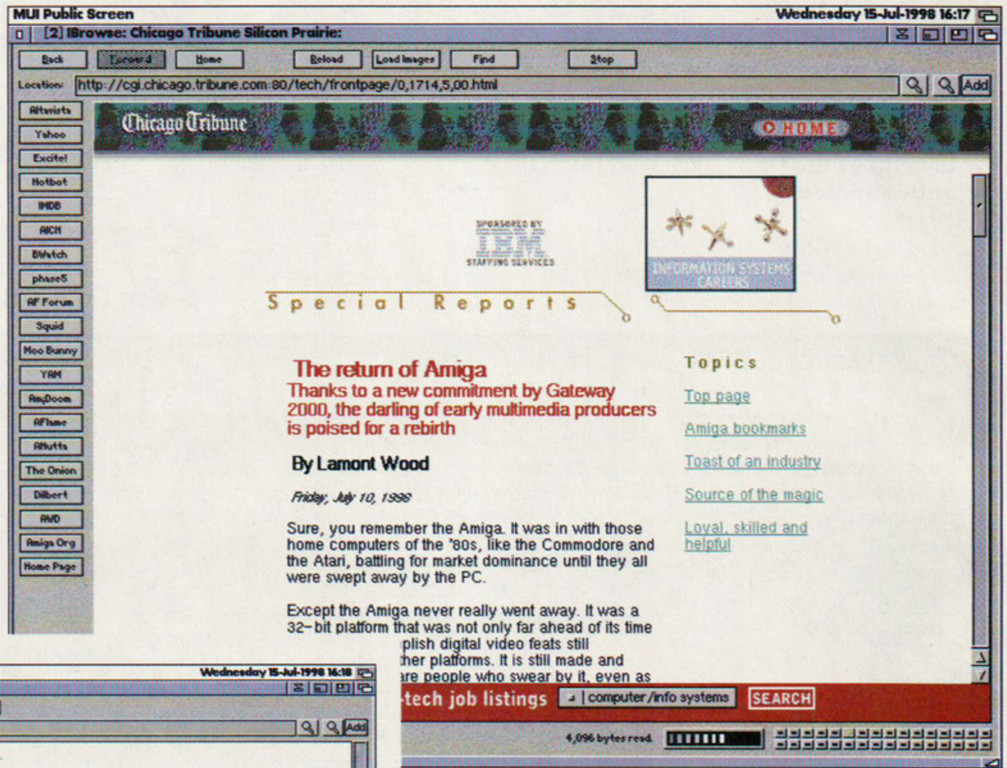
Although it might sometimes feel like we are on the desert island of computing, with events in our part of the world bypassing the mainstream media, it seems that the Amiga's rebirth has been the cause of more column inches in various online and print media since the Amiga was first launched.

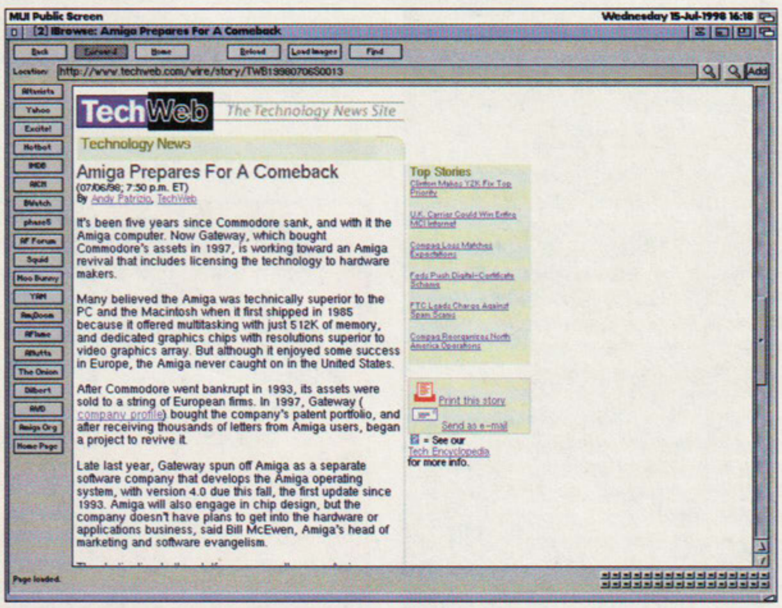
Newspapers like *The Sunday Times* and *The Chicago Tribune* have both carried stories on our favourite machine, and their web editions tend to carry further information and links. The stories are what they have been fed by Bill McEwen and often don't match our version of events, but rest assured that what you read in *Amiga Format* is actually the truth.

Because of the sensitive nature of some of the details, particularly those with regard to the new machine, a few changes have been introduced into Amiga Inc.'s apparent gameplan, such as the Amiga OS, Workbench, becoming the be all and end all of the Amiga. This putative Workbench will be sold as an alternative to Microsoft's Windows environment. Needless to say, those whose last experience of the Amiga was in the Workbench 2 days with floppy drives will snort and discard the information, never knowing that a more impressive machine is lurking around the corner.

It is often interesting and usually amusing to read what these esteemed journals have been fed with regard to the future of the Amiga. Computer-oriented web magazines have often got a slightly more accurate line on the story.

They also have a lot more background material on the Amiga, such as its uses in Hollywood and the like, but although they have more words to say on the topic, they are rarely more accurate than the shorter articles that appear in the mainstream newspapers.





Just two of the many mainstream and computing press mentions of the Amiga since May 15th this year.

100 Issues ago — AMIGA FORMAT

AF14 September 1990



In the first of a regular series, we look at what was going on in the Amiga market 100 issues of *AF* ago…

- **Cover Feature: Free For All, detailing how PD and Shareware could provide some of the best software for your computing needs.**
- **On the disks: Only one floppy in those days, this time with a playable demo of *Yolanda* from Millenium and seven other programs.**
- **News: CDTV developers hot up, AMax II Plus is announced, Psygnosis announce *Shadow of the Beast II* and System 3 go solo.**
- **Prices: If you wanted to buy a GVP hard drive for your A500, you could expect to pay £359 for a 20Mb unit with no added memory.**
- **Games reviewed included: *Damocles* by Novagen (92%), *Flood* by Bullfrog/Electronic Arts (84%), *Red Storm Rising* by MicroProse (89%) and *Last Ninja 2* by System 3 (58%).**
- **Serious products reviewed: G2 VideoCentre from G2 Systems, Magellan (expert systems software) from Emerald Intelligence and the MouseStick from Gravis.**
- **Notes: A lot of *Amiga Format* was still black and white in those days and nearly all the screenshots were from Workbench 1.3 machines. None of the serious products got scores.**
- **Pages: 180**
- **Cost: £2.95**

Faster Quake

All those '060 owners who've longed for an official solution to the problem caused by *Quake* using instructions not supported by an '060 are in luck. If you're registered then you'll probably already know about this, but if not you should register because then you can get your grubby mitts on a copy of the official '060 executable from those lovely fellas at ClickBOOM.

In a related tale, speaking to Alexander Petrovic about the possibility of a PPC version of *Quake* – surely the one game the Amiga currently has that really demands it – he shocked us at *AF* by saying that demand just hasn't been very high. It seems that not many of you are returning registration cards saying that you have a PowerPC.

That notwithstanding, the sorry fact is that there is an illegal PPC port of the game doing the rounds right now, which will at least partially satisfy PowerPC owners' lust for software to really test the hardware they've spent a good deal of money on.

Unfortunately, ClickBOOM are rightly worried that the presence of this unauthorised port of the game will mean that any upgrade they produce is likely to be unpopular, and since ClickBOOM will need to get iD's authorisation for the PPC version (since it's a completely new executable, not merely a patch to an existing program), they don't currently see it as being worth the effort and expense.

Of course, if you're desperate for a legitimate PPC version of *Quake*, you're best recourse is not to seek out the pirate PPC version but to contact ClickBOOM directly and ask them when you'll be able to get a kosher version from them. You can reach them at their website at http://www.clickboom.com. You could also send them a letter, if you're determinedly analogue, to the following address:

ClickBOOM PXL Computer Inc., Box 969 31 Adelaide St., East Toronto, M5C 2K3, Canada.







Grrr! He'll be coming at you even faster now if you have an '060-based Amiga.

Talking heads

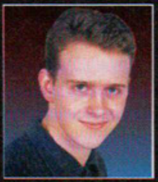
What have the *Amiga Format* staff been doing this month?



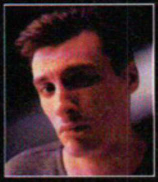
Nick Veitch
Editor
Apparently there was some sort of major football competition on, but as Ireland weren't playing, it can't have been that exciting. Not like USA '94. That was a proper cup, with all the best teams there.



Ben Vost
Dep. Editor
Although not normally a footy fan, I found myself mesmerised by the action and my favourite team, France, actually won in the end! I even understand the offside rule a bit better now.



Mark Wheatley
Prod. Editor
I'm under a black cloud of depression after seeing England crash out and samba kings Brazil get soundly thrashed in the final. At least it's not long until the Premiership starts...



Andy Smith
Games Editor
I waited eight years for France '98. I now have to wait another four for Japan/Korea 2002. England were brilliant, the finals were brilliant and I didn't miss a single televised match. Best moment? Brian Moore's retirement.



Colin Nightingale
Art Editor
With the World Cup now well and truly over, I might leave the comfort of my armchair and venture outside, but looking at the miserable British summer weather, I'll probably sit back down and watch some more telly.



John Kennedy
Technical Editor
I've been far too busy to watch much of the World Cup, but I did notice the Tour de France people going past my holiday cottage. I was disappointed to miss Des Lynam, who is a god of style, sophistication and panache.

ICOA User rep ELECTED

The new User Representative to the Industry Council for the Open Amiga is longtime Amiga journalist and moderator of PLink, Portal and AmigaZone on the Internet, Harv Laser. He was elected on June 22nd.

As User Representative, he will have a full voting seat on the Steering Committee, alongside four ICOA members chosen in the current internal elections and a non-voting representative of Amiga Inc. His position is intended to combine the roles of consumer advocate, opinion- gatherer, strategist and community liaison. The whole Committee will attend selected Amiga shows and they will meet face-to-face approximately every three months.

The post lasts for one year, after which time another user representative can be nominated. For more information on the post and on the ICOA itself, visit the ICOA website at: http://www.amiganet.org/icoa/.

Amiga gets into the mix



The Mix, the UK's number one recording magazine, has bowed to reader pressure and is now incorporating the Amiga platform in their Toolbox pages. Written by John Kennedy, also an *Amiga Format* contributor, Amiga Toolbox includes news, reviews and advice for anybody making music with the Amiga. *The Mix* also features Amiga software on its free cover-mounted sample CD.

Also in *The Mix*: news, gear reviews and advice covering all aspects of the music recording world. You can get more info from *The Mix*, 30 Monmouth Street, Bath, BA1 2BW, or call *The Mix* subscription hotline on 01225 644 7717. Email them at: themix@futurenet.co.uk.

Continued overleaf ➡

AF Net Corner

BATH

It might surprise you to know it, but Bath is actually a pretty connected city. Believe it or not, unlike many towns and cities in the country, we actually have our own website which is actually useful, giving you details of places to stay, things to see and even the opening and closing times for local shops. The site is regularly updated and gives local news prominence. Check it out at http://www.bath.co.uk



Bath: home of Roman baths, Georgian architecture, pubs and, more importantly, *Amiga Format*.

BRITAIN

If you'd like a larger view of things, you can visit Bath's parent website, incongruously called http://www.britain.co.uk. I would have thought that either www.england... or www.greatbritain... would have been more suitable, but there you go. Anyway, this site not only contains links to the Bath site, but also to several other cities in the UK. If you want to come to this fair isle for your hols, this is a good place to start.



If you're lost in the UK and you just happen to have your Amiga with you, this is the site to visit.

BATH PROPERTY SERVICES

If, on the other hand, you decide that you'd like to live here permanently, you might want to check out the Bath Property Services website and gasp in awe at just how much rent we're likely to be paying every month. Not only does this website contain details of the properties being offered, it also includes photographs of the flats and houses too.

You can get to it at: http://www.bibs.co.uk/bps/index.html



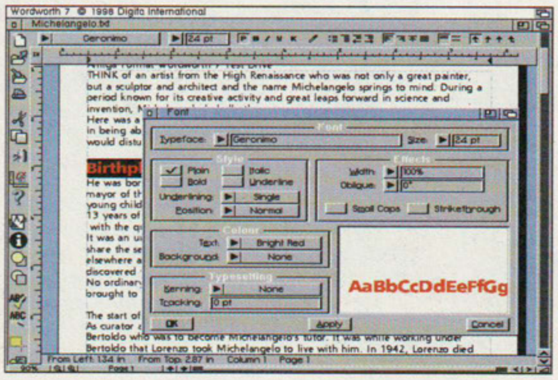
Find a palatial pad like Nick's. The rest of the team have to sleep on the *AF* office floor.

Compo winners

After simply naming the seven deadly sins (pride, wrath, envy, lust, gluttony, avarice and sloth. And not making tea in the *AF* office when it's your turn: this means you, Ben, Nick and Andy...), the following readers will be receiving a spanking new copy of the fantastic *Wordworth 7* very soon...

WORDWORTH 7

D. Roberts, London
D. Morris, Newport
H. Malik, Epsom Downs
M. Giblin, Sheffield
J. Gazzard, Buckfastleigh
S. Wright, Salisbury
R. Heir, Exeter



The *AF* Gold winning Wordworth 7 (*AF109*), on its way to the winners who know their sins...

Diary

- **BSE 98**, August 7th-9th, Diepenbeek, Belgium. http://bse.base.org
- **California Computer Expo**, August 20th-23rd, California, USA. More details to follow soon.
- **Live 98 – technology show**, 24th-27th September 1998. Contact Blenheim Exhibitions (0181) 742 2828.
- **Computer 98**, 13th-15th November 1998, Cologne, Germany. More details to follow.



A poster for the Cologne Show in November, which is one date you really should mark in your diary.

WANTED!



In order to keep everyone up to date and informed about what's going on in the Amiga market, *Amiga Format* devotes a sizeable number of pages to its news section. We round up the latest information and the most interesting stories every month.

In addition, we aim to keep our web pages updated with major releases as they happen, and add other newsworthy items on at least a weekly basis. Check it out at http://www.futurenet.com/amiganet/ news.html

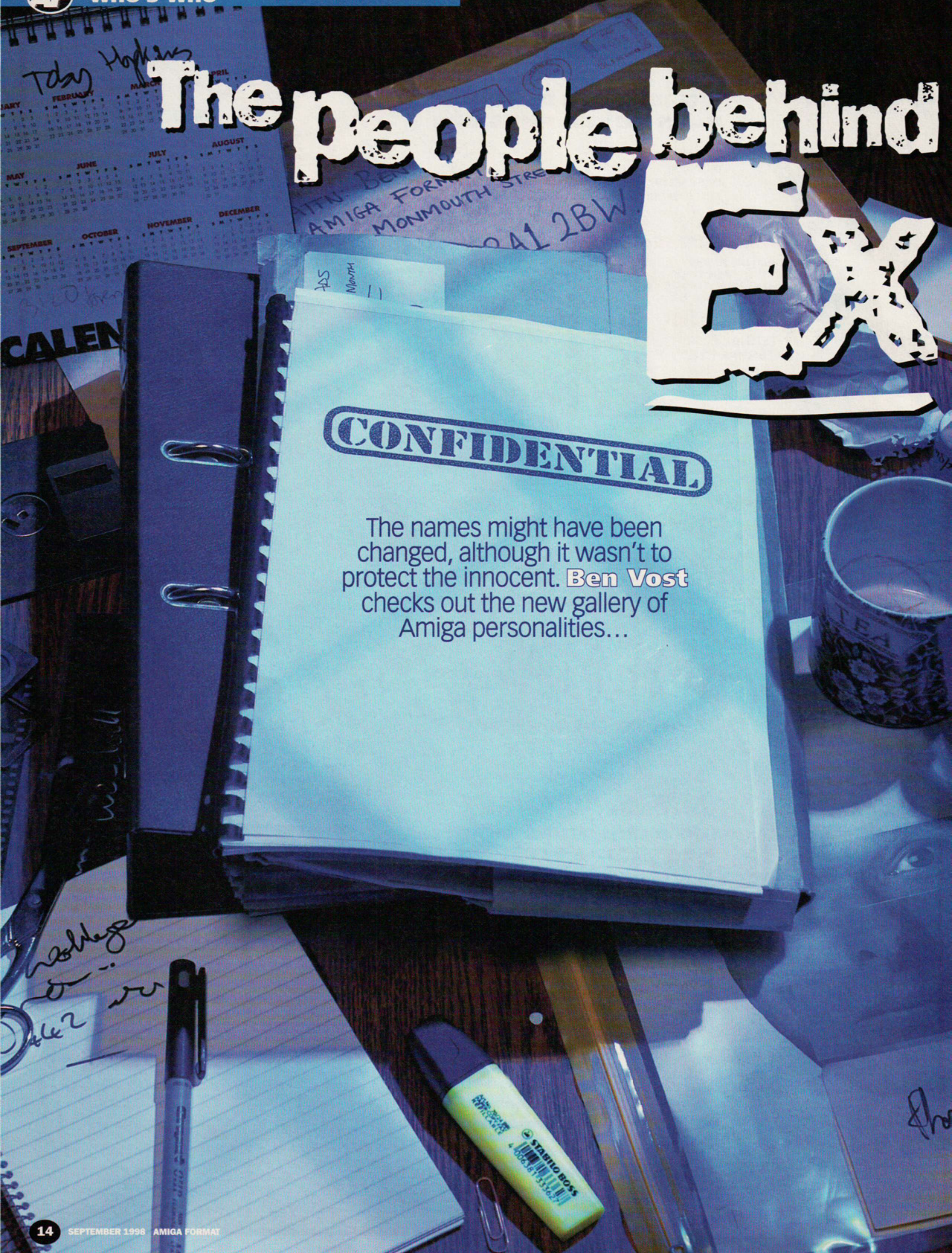
In the meantime, if you have an interesting piece of news, we'd love to hear it. There are a variety of ways to get in touch:

Email: amformat@futurenet.co.uk, putting "News" in the subject line.

Fax: 01225 732341

You can also write to us at the usual *Amiga Format* address, which is: Amiga Format • 30 Monmouth Street • Bath • BA1 2BW

YOUR NEWS



The people behind EX

The names might have been changed, although it wasn't to protect the innocent. **Ben Vost** checks out the new gallery of Amiga personalities…

the Amiga posed



The Amiga scene has changed somewhat since the days of David Pleasence and Colin Proudfoot, when everyone could point out Medhi Ali in a photograph and boo.

The personnel of the World's Most Important Computer Company (to us at least) are strangers to all and sundry. We might know their faces but we don't know them in the same way we knew that David Pleasence played a mean Flamenco guitar.

Over the next few pages we'll let you look into the top secret *Amiga Format* dossiers on these people. These are dossiers so top secret that even the people they are about have no inkling they exist. Their contents are a secret we are willing to share with you, but the details must go no further or else we'll just have to kill you.

Continued overleaf ➡



Joe Torre

Hardware engineering and support.

Height & Weight:
5'10", 150lbs.

Marital Status:
Very Single.

Personal Information:
Can do multiple one-legged, deep knee bends. It has its applications...

Your first experience with an Amiga:
At "The 64 Store" in Atlanta, November 1985. I saw the *Robo-City* and *Boing* demos and I played with *Kaleidoscope*, *Mindwalker*, and *MarbleMadness*. I also played with the Workbench 0.98 demos: dots, fields, lines, boxes and some CLIs. There was the voice of "The Amiga speaking", but the thing that really got me going was using the Symmetry tool in *DeluxePaint* while pressing +/- in Cycledraw mode. I think we've all been there and done that!

Background before you worked for Amiga Inc.:
How many do you want? Scientific Atlanta; Digital Video Group; BellSouth Telecommunications; Health Science Media; Rockwell Int., Missile Systems Division.

Amiga achievements:
Amiga Atlanta User Group President; "Fastest Amigan" hardware innovation award; "10 years of service" for producing a monthly PD disk; created the science of "BoingBallogy".

Favourite thing about the Amiga:
The Frankenstein hacking aspects of it. I love all the direct IO and I love the purity of 68K/PPC assembly. The custom chicks too!



Petro Tyschtschenk

Managing Director of Amiga International, Inc.

Responsible worldwide for sales and marketing

Height & Weight:
1.76m, 90Kg

Marital Status:
Married since September 4th, 1970. Two children, a son (24) and a daughter (26).

First experience with an Amiga:
At the 1985 Old Opera, Frankfurt, when the A1000 was launched in Europe.

Amiga achievements:
I acquired the complete Intellectual Property (Amiga & Commodore) from the bankruptcy court of Commodore International Inc. for Escom in New York on April 21st, 1995 in a spectacular auction.

I negotiated the deal with Gateway after Escom went bankrupt in March 1997. I brought the Amiga "Boing Ball" symbol back to the community and developed the new Amiga hymn "Back for the Future". I also created two posters, "Back for the Future" and "Keep the Momentum Going".

Favourite thing about the Amiga:
My favourite thing about the Amiga is that our Amiga is a computer for creative people, where the people are in the middle point. With the PC, the computer is in the middle point and the people are slaves of the machine.



Fleecy Moss

Strategic Projects manager for Amiga Inc.

Why is your name Fleecy:
... because my real name is worse.

Height & Weight:
5'8", 11 stone.

Marital Status:
Married to a wonderful Scot, with two footy mad boys (tortured in the States).

Personal Information:
Once, while working in a typically boring corporate computing job, our supervisor was ill and the whole office built giant paper aeroplanes. We then went up to the 11th floor (we were on the second) and threw them out of the window to see who would win. Almost all of them got sucked straight down, except for one which flew for miles and made us all sad.

I have written three novels (unpublished): one political/philosophical satire, one black comedy about corporate work and one twisted love story.

First experience with an Amiga:
Walking into Tandy in Crewe in 1989 and seeing this awesome computer-generated cut scene where some guy gets into a spacefighter in a fighter bay – it took my breath away. It was a demo for the CDTV and I wanted to buy it there and then, but I was still paying off my beer and curry overdraft from university.

Background before you worked for Amiga Inc.:
Corporate and Enterprise IT systems, Mainframe, Unix – originally 4GLs, databases and then I moved into distributed systems like Java and Corba as a senior architect and then a project manager.

Amiga achievements:
Finished *Dune 2* without cheating. Helped found the Jay Miner Society with Gio Gomelsky, Skal Loret, Steve Bowie and Erich Keser. Was JMS project manager for the ICOA and then became one of the members of the TSC. Developed my version of OASYS, a concept OS for the NG Amiga (http://www.netreach.net/~fleecy/oasys/).

Favourite thing about the Amiga:
You can make it do what you want. It's fun. The community. It's more than just a computer – it's a philosophy.

Although Gateway (née Gateway 2000) bought the Amiga from the liquidators of Escom's assets a year and a half ago, they haven't been willing to make themselves Amiga "personalities" in the same way that, say, Petro Tyschtschenko has, although we're sure you'll learn a lot more about him as well by reading these pages.

In the very early days, there were all sorts of people to talk to and it was hard to work out who had responsibility for what. Names like Keith Braddick, Jim Taylor, Steve Johns and others floated through articles and news pieces in this and other magazines.

> "In the very early days, there were all sorts of people to talk to and it was hard to work out who had responsibility..."



The only person who has been constant throughout has been Jeff Schindler, presented to us as the very first shock press conference at the WOA last year. Jeff, appointed by head honcho Rick Snyder, had a background at Gateway of "convergence" product engineering and the Amiga seemed to be right up his street. Rick has now left Gateway, but Jeff soldiers on, keeping his head down and the Amiga plan rolling.

IT ALMOST DIDN'T HAPPEN

It's possible that we wouldn't have got to write this feature at all. Ted Waitt, the founder of Gateway, reportedly admitted that the Amiga patents and stock had initially been bought as an exercise in gaining more intellectual property for Gateway, but once he realised just what the Amiga represented, Amiga International (used to sell the current

Continued overleaf ➡



Bill McEwen

In charge of the sales, marketing, press and business negotiations for the next generation Amigas.

Height & Weight:
6'3", 240lbs.

Marital Status:
Married, with one son, William (3 years old) and two daughters, Ashley (11) and CK (9).

Personal Information:
My full name is William Wallace McEwen XVI and my son is the XVII. This is the same William Wallace that we all remember from Scotland's history (and, of course, from *Braveheart*).

Your first experience with an Amiga:
In 1996 when a friend of mine opened Xanth Computer Systems and he carried the Amiga line exclusively. I was absolutely amazed by the power and ability of the system.

Background before you worked for Amiga Inc.:
Over 12 years in computer software, primarily with Windows, DOS and the Mac. Spent most of my time in communication software titles. I was doing the Internet before it was popular.

Amiga achievements:
Bringing the vision to the mainstream press and writing the first plans to make this a success.

Favourite thing about the Amiga:
It's simple yet elegant and powerful ability to get tasks done efficiently and effectively.

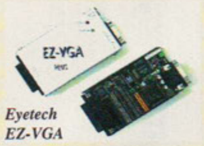
The Eyetech Amiga Parts and Price Index
September 1998 issues

Interfaces and adapters - EZ-Key & DIY tower components

* ADPT-EZKY	Amiga/PC k/b -> A1200 kbd ribbon cable/2 maps	36.95
ADPT-EZKY-A4K	A1200 EZKey/6p->5p adptr/A4000 kbd bundle	69.95
ADPT-EZKY-W95	Amiga/PC k/b->A1200 rib cab+Win95 kbd	49.95
* ADPT-EZK2	Mk2 Amiga/PC k/b -> A1200 kbd direct connect	28.95
* ADPT-EZK2-A4K	A1200 EZKeyMk2/6p->5p adptr/A4000 kbd bdle	58.95
ADPT-EZK2-W95	Mk2 Amiga/PC k/b->A1200 rib cab+Win95 kbd	38.95
ADPT-HD-2/3	2.5"/44way -> 3.5"/40w+4w & mtg bracket	11.95
ADPT-HD-3/5	3.5" Zip/SyQuest/FDD/HD brkt/pl ->5" bay	5.95
ADPT-KBD-5P6P	Amiga/PC k/b adapter 5p din-F ->6p m/d-M	5.95
ADPT-KBD-6P5P	Amiga/PC kbd adapter 6p mindin-F ->5pd-M	5.95
CAB-KBD-MF	5p DIN M - 5p DIN F k/b ex cable 1.2m	7.95
ADPT-DF0-FP	Tower faceplate adapter for A1200 int FD	6.95
ADPT-DF0-TWR	34-34 way cable and faceplate for DF0	12.95

Interfaces and adapters - A1200 ethernet

ADPT-ETH-BNCT	BNC T-piece 2xM + 1xF	4.95
ADPT-ETH-TERM	Ethernet BNC coax terminator 50R	4.95
* ADPT-PCM-ETH-C	PCMCIA ethernet card with Amiga/PC drvrs	89.95
ADPT-PCM-ETH-H	Hydra PCMCIA ethernet card with Amiga drvrs	129.95
CAB-ETH-60C	Ethernet coax/BNC-F 60cm for Siamese	9.95
CAB-UPT-X60C	Crossed twisted pair/RJ45 for Sisys 60cm	6.95


Eyetech EZ-VGA



Interfaces and adapters - Flickerfixers, VGA adapters, monitor leads

* ADPT-VGA-BV4M	BVision 4MB gfx card for A1200 (needs PPC)	169.95
ADPT-VGA-M2SD	EZ-VGA-Mk2 external s/doubler PLL u/gradable	74.95
ADPT-VGA-PLFF	EZ-VGA-Plus external flickerfixer 23F-15F PLL	119.95
ADPT-VGA-SDUG	SDBL2 to SD-flickerfixer u/g	50.00
* ADPT-VGA-INSD	EZ-VGA internal A1200 s/doubler non-upgrad'le	59.95
* ADPT-VGA-INFF	EZ-VGA- internal A1200 flickerfixer	89.95
ADPT-VGA-SESD	EZ-VGA-SE s/doubler 23F-15M Xtal not u/g	59.95
ADPT-VGA-SEFF	EZ-VGA-SE flickerfixer 23F-15M Xtal	99.95
ADPT-VGA-15M23M	VGA 15pHD-M -> 23pD-M Amiga RGB adapter	14.95
ADPT-VGA-15M9F	Adapter from 15p HD-M VGA to 9pD-F	9.95
ADPT-VGA-9M15F	Monitor adapter 9p D-F to 15p HD-M	9.95
ADPT-VGA-AMON	Auto Amiga/CV643D m/sync monitor switch	39.95
ADPT-VGA-UNBF	Amiga 23 pin(f)-15 pin HD(f) VGA adapter	12.95
ADPT-VGA-BUF	Amiga 23pin-F to 15pinHD-F buffered adapter	19.95

Interfaces and adapters - IDE/ATAPI, serial, parallel & floppy drive

* INT-IDE-FLYR	Elbox 4-dev high performance buf A1200 IDE i/f	68.95
INT-12I-EZCD4	Mk4 4-dev buf IDE i/f w/AIPU w/A1200 CD s/w	38.95
INT-12I-EZCD4/C	Mk4 4-dev buf IDE i/f w/3x40,2x44 13cm cabs	48.95
INT-12I-EZCD4/CE	Mk4 4-dev buf IDE i/f w/3x40, 2x44cabs, EZIDE	58.95
* INT-12I-EZCDSE	Economy 4-dev buf IDE i/f w/A1200 CD s/w	24.95
* INT-12I-EZCDSE/C	Econ 4-dev buf IDE i/f w/3x40,2x44 13cm cabs	34.95
* INT-12I-EZCDSE/CE	Econ 4-dev buf IDE i/f w/3x40, 2x44cabs, EZIDE	44.95
INT-4KI-CD4	4-device EIDE i/f for A4000 w/CDROM s/w	19.95
INT-FDD-DF0	Interface for std Sony FDD for DF0 880KB	14.95
* INT-SER-PTJR	PortJunior - 460KB serial i/f for A1200	39.95

Zorro 2/3 boards and adapters

GFX-Z2-CV643D	C64/3D graphics card w/out f/fixer (lim'd stock)	149.95
* ADPT-VGA-AMON	Auto Amiga/CV643D m/sync monitor switch	39.95

Cables & cable adapters - audio & mains

CAB-AUD-CD	CDROM invt'd T audio cab .6m + 2xRCA plg	9.95
CAB-AUD-MIX	RCA(phono)-M -> RCA-M+RCA-F mix lead 1.8m	6.95
CAB-AUD-2M2M	RCA(phono)-2xM -> RCA2xM stereo lead 1.8m	4.95
CAB-AUD-MJ/PH	3.5mm st minijack->2xphono-M plugs 1.2m	5.95
ADPT-AUD-RCA	RCA(phono)-M -> 2xRCA-F adapter	2.50
ADPT-AUD-RCA-G	RCA(phono)-M ->2xRCA-F gold plated adapt	3.50
CAB-IEC-1.5M	AC power cable 13A plug -> IEC skt 1.5m	2.95
CAB-IEC-4X13	AC powerstrip 1xIEC-M -> 4x13A-F mains skt	19.95
* PLUG-IEC	Rewirable IEC monitor plg for PSUs/MT/DT	4.95

Cables & cable adapters - Serial, modem, phone, SCSI, printer

CAB-SER-EX2M	DB25-M -> DB25-F RS232 extn cab 2m	7.95
CAB-SER-EX50C	DB25-M -> DB25-F RS232 extn cab 0.5m	6.95
CAB-SER-NUL2M	Null modem cable w/ D9F & D25F at each end	9.95
* ADPT-SER-25F9M	25p-F to 9pM serial RS232 adapter	4.95
ADPT-SER-25M9F	25p-M to 9pF serial RS232 adapter	4.95
CAB-BT-EX10	10m BT extn cable + 2 way phone adapter	9.95
CAB-BT-MOD	FCC684/6 to BT4 modem phone lead 1m	5.95
CAB-SCS-25/50	SCSI cable DB25-M -> Cent50-M 1m	9.95
CAB-SCS-25M/25M	SCSI cable DB25M-DB25M mac type	9.95
CAB-SCS-50M/50M	SCSI cable Centr50M->Centr50M 1m	9.95
CAB-SCS-50H/50M	SCSI-2 cable 50h/pDM->Centr50M 1m for PPC	19.95
* CAB-PAR-FULL	Bidirectional printer cable all pins connected	9.95

Cables & cable adapters - VGA/k/b switchboxes & cables, Scart cables

ADPT-SW-S/K	Dual monitor & k/b switchbox	19.95
* CAB-KBD-MM	5p DIN M - 5p DIN M k/b cable 1.2m	7.95
CAB-VGA-MF	15p DM-HD - 15p DF-HD VGA ext cable 2m	9.95
CAB-VGA-MM	15p DM-HD - 15p DM-HD VGA cable 2m	9.95
ADPT-SCAR-CMP	Amiga comp video (RCA)+2xAudio to SCART	12.95
ADPT-SCAR-RGB	Amiga 23p+2xRCA to RGB TV SCART + audio	12.95

Cables - HD, CDROM, floppy, clock port data and A1200 HD power

CAB-PD-40F44F	2.5" (44F) to 3.5" (40F) data cab adapt for A1200	9.95
CAB-PD-2F	Power splitter floppy drive to hard drive + floppy	9.95
CAB-PD-30C	44->40way 3.5" HD data & pwr cabs -A1200	14.95
* CAB-HD-KIT	A1200 full 3.5" hard drive fitting kit	24.95
CAB22-2W-9C	22way-Fx2 A1200 clock port cable 9cm o/a	5.00
CAB34-2W-50C	34way-F x2 FDD ribbon cable for tower	9.95
CAB40-2W-20C	40 way IDE cable 2 connector 20cm	5.00
CAB40-3W-1M	40Way IDE/HD/CD cable 3 connector 1m o/a len	9.95
CAB40-3W-60C	40w-F x3 HD/CD/IDE cable 20+40=60cm o/a	9.95
CAB40-CUST	Custom cable 3x40way IDE up to 1.5m	19.95
CAB44-2W-13C	44way (2.5" HD) cable 2 cntr, 13cm o/a	9.95
CAB44-2W-60C	44way (2.5" HD) cable 2cntr, 60cm o/a	19.95
CAB44-3W-12C	44way (2.5" HD) cable 3 cntr, 12cm o/a	12.95
CAB44-3W-24C	44way (2.5" HD) 7+17cm,3 cntr,24cm o/a	14.95

Cables - HD, CDROM, floppy power splitters for tower systems

CABPW-1W-1F	Power converter cab HD-M -> FD-F	4.95
CABPW-2W-1H1F	HD/FD pwr splitter HD-M->1xHD-F/1xFD-F	6.95
CABPW-2W-2F	FDD power splitter 4pM->2xFD-F	6.95
CABPW-2W-2H	HD/CD pwr splitter 4p-M ->2x 4p-F 15cm	6.95
CABPW-3W-2H1F	HD/FD pwr splitter HD-M->2xHD-F/1xFD-F	8.95
CABPW-3W-3H	HD power splitter HD-M -> 3xHD-F	8.95
CAB-HD-PWXTN	4p-M -> 4p-F HD/CD power cab ext 0.9m	9.95
CAB-HD-FD/4	23p-M-floppy -> 4p-F HD/CD pwr 0.9m	9.95

CDROM systems including EZ-Tower & MT/DT bundles

* CD-CP-20X-SE	CDPlus-SE system 20 speed with CDROM s/w	85.95
* CD-CP-32X-SE	CDPlus-SE system 32 speed with CDROM s/w	98.95
CD-DT-20X	CDPlus Desktop 20 speed with CDROM s/w	109.95
CD-DT-32X	CDPlus Desktop 32 speed with CDROM s/w	129.95
* CD-FT-20X	CDPlus EZ-Tower 20 speed with CDROM s/w	189.95
* CD-FT-32X	CDPlus EZ-Tower 32 speed with CDROM s/w	209.95
CD-MT-20X	CDPlus MiniTower 20 speed with CDROM s/w	119.95
CD-MT-32X	CDPlus MiniTower 32 speed with CDROM s/w	139.95
CD-PL-20X	CDPlus Gold system 20 speed w/ EZIDE s/w	149.95
CD-PL-32X	CDPlus Gold system 32 speed w/ EZIDE s/w	169.95
ADPT-AUD-CDSE	CDPlus-SE A1200/CD audio mixr/adapter	19.95
ADPT-CDPL-PWR	CDPlus-Gold external power skt + HD pwrcab	9.95
CAB44-CD-13C	44way (2.5" HD) cable sold with CD/HD 13cm	6.00
CAB40-DDC	A1200 IDE skt adptr 40F-40M with mtgs 15cm	9.95

CDWriter systems including EZ-Tower & MT/DT bundles

* CDR-UG-2x8	EZWriter 2/8x w/MakeCD for A4k,Twr	249.95
CDR-PL-2x8	EZWriter-Gold external 2/8x w/MakeCD	299.95
CDR-DT-2x8	EZWriter Desktop 2/8 speed w/MakeCD	299.95
* CDR-MT-2x8	EZWriter MiniTower 2/8 speed w/MakeCD	299.95
* CDR-FT-2x8	EZWriter Full EZ-Tower 2/8 speed w/MakeCD	379.90
* CDR-CDSE-UG	EZCD-SE+40+44way cabs+CDROMs/w w/CDR	20.00
* CDR-CDM4-UG	EZCDMk4+40+44way cabs +EZIDE s/w w/CDR	30.00
CDR-DSK-10	Recordable CD media (WORM) 74 mins	19.95
* DVR-MCD-TAO-P	MakeCD TAO (P) Amiga CD rec s/w w/ATAPI	38.95

EZ-Tower systems, MiniTower/Desktop cases & accessories

CASE-FT	Full PC tower, 250W PSU, modable for A1200	49.95
CASE-FT-1200	Full A1200 Tower 250WPSU,LED adpt,FD cab	99.95
CASE-FT-EXKT	EZ-Tower conversion kit - No PC tower	39.95
CASE-FT-KIT	EZTower kit w/ bkpnl for self conversion	79.95
* CASE-FT-PLUS	Full A1200 EZTWR, EZKEY i/f, PC kbd (w/vchr)	138.95
* CASE-DT	Desktop case with 200W+ psu for HD/CDROM	29.95
* CASE-MT	MiniTower case wth 200W+ psu for CD/HD	29.95
ADPT-AUD-EZTW	EZTwr audio mixr/adapter for A1200/CDROM	19.95
* ADPT-SCSI-EZTW	EZTwr SCSI adpt 30cm 2xCent50F, 1xIDC50F	19.95
CAB-SER-SSQ	9pDM->9pDF SurfSq EZTwr ser extn cab 50cm	9.95

SVGA monitors - require scandoubler &/or f/f to use all Amiga modes

* MON-14-.28	14" SVGA 0.28DP 1024x768@60Hz - 3yrO.S.	129.95
MON-15-.28	15" SVGA 0.28DP 1024x768@60Hz - 3yrO.S.	169.95
MON-17-.28	17" SVGA 0.28DP 1280x1024@60Hz - 3yrO.S.	299.95
* MON-17-.26	17" mon 135MHz, 0.26DP 1600x1280@75Hz	399.95
ADPT-MON-SESD	EZVGA-SE ext s/dblr non-u/g'able pur w/ mon'r	45.00
ADPT-MON-SEFF	EZVGA-SE ext flickerfixer purch w/ monitor	85.00
ADPT-MON-M2SD	EZVGA-Mk2 ext s/dblr u/g'able purch w/ monitor	60.00
* ADPT-MON-PLFF	EZVGA-Plus ext flickerfixer purch w/ monitor	99.95
* ADPT-MON-INSD	EZ-VGA internal s/doubler purch w/ monitor	45.00
* ADPT-MON-INFF	EZ-VGA internal f/fixer purch w/ monitor	85.00







Digital cameras and Amiga digital camera software

* CAM-FUJ-DS7	Fuju DS9 cam, psu, LCD disp, mem crd w/ s/w	299.95
DVR-CAM-CAS	CamControl s/w for Casio QV10/100/300	39.95
DVR-CAM-FUJ	CamControl s/w for Fuji DS5/DS7	39.95
DVR-CAM-KOD	CamControl s/w for Kodak DC20/DC25	39.95
DVR-CAM-MIN	CamControl s/w for Minolta Dimage V	39.95
DVR-CAM-OLY	CamControl s/w for Olympus 420L/820L	39.95
* INT-12I-PTJR-SP	PortJnr hi-speed ser i/f pur with CamControl s/w	30.00

Amiga CDROM, CDWriter, IDE/ATAPI, printer, scanner & video s/w

DVR-EZIDE	EIDE/ATAPI HD/CDROM/ZIP/LS120/SyQst drvr	34.95
DVR-EZIDE-CU	P/x upgrade to EZIDE from compet product	19.95
* DVR-EZIDE-SP	EIDE/ATAPI enhancer/CDROM s/w bundle pri	16.95
DVR-MKCDP	MakeCD(P,TAO) Amiga CD writing s/w	38.95
DVR-SQ3	ScanQuix3 w/ 1 Amiga scanner driver	59.95
DVR-PHS	PhotoScope UMAX-SCSI Amiga scanner driver	59.95
DVR-ENPR	EnPrint. Amiga printer dvr for pre 03/97 Epsons	9.95
* DVR-TBPR6	TurboPrint 6.x Amiga printer driver English	38.95
ADPT-SQ3-PAR	SQ3 adapter Epson scanner->par prt cable	9.95
* SCN-FBA4-BDL2	UMAX award-w'ing SCSI A4FB scanner w/ s/w	179.95

Hard & floppy drive, CDROM, LS120 & Zip mechanisms & cases

* CD20-BARE	Bare 20 speed CDROM mechanism for twr/A4k	39.95
CD32-BARE	Bare 32 speed ATAPI CDROM mechanism	48.95
* FDD-ITL-1200	Replacement A1200/600 int FDD 880KB	24.95
FDD-ITL-BARE	Bare 1.44/880 FDD for tower (needs i/f)	19.95
FDD-ITL-D/C/I	Twr int 880Kb FDD(Sony/EZDF0/cab bundle)	34.95
FDD-ITL-D/I	Twr intl 880Kb FDD (Sony/EZDF0) No cable	29.95
HD2-21	21MB 2.5" hard drive 90 days warranty	29.95
HD2-170	170MB 2.5" hard drive	69.95
HD2-540	540MB 2.5" Hard Drive	99.95
HD2-720	720MB 2.5" hard drive	109.95
HD2-1.4	1.4GB 2.5" hard drive for Amiga	149.95
HD2-1.8	1.8GB 2.5" Hard Drive	179.95
* HD3-1.7	1.7GB 1"x3.5" HD non-InstantDrv for Towr	99.95
HD3-2.1	2.11GB 1"x3.5" non-InstantDrive for twr	109.95
HD3-2.5	2.56GB 1"x3.5" IDE HD TowerDrive - Amiga	119.95
HD3-2.56	2.564GB 3.5" InstantDrive for Amiga	149.95
HD3-3.2	3.2GB 1"x3.5" IDE drive for tower	129.95
* HD3-4.3	4.3GB 1"x3.5" IDE drive for tower	149.95
* HD3-LS120	Panasonic LS120 floppy/optical 1.4/120MB	79.95
HD3-LS120-CT1	Single 120 MB cartridge for LS120 drive	14.95
HD3-LS120-CT3	3-pack of 120MB (nominal) LS120 carts	34.95
HD3-ZIP-CT1	Single 100MB (nominal) Zip cartridge	14.95
HD3-ZIP-CT3	3-Pack of 100MB (nominal) Zip cartridges	34.95
* HD3-ZIP-IDE	Bare ATAPI/IDE Zip drive internal	79.95
CAB44-CD-13C	44way (2.5" HD) cable sold with CD/HD 13cm	6.00
* CASE-ZIP	Metal slim case-FDD/IDEZip/SyQuest/LS120	9.95
CASE-HD-ECON	External 3.5" HD case no psu	19.95
CASE-HD-REM	Removeable drive case for 3.5" HD (metal)	24.95

Keyboards, mice, trackballs, PSU's, misc h/w & s/w

FAN-60MM	Cooling fan for A1200 60x60x25mm 5/12v	14.95
KBD-A1000	A1000 keyboard with 6-pin mini-Din cntr	39.95
KBD-A1200	Replacement A1200 k/b w/ribbon cable	24.95
* KBD-A4000	A4000 keyboard with 6-pin mini-DIN plug	34.95
KBD-WIN95	Windows 95 keyboard with 5-pin AT DIN plug	19.95
* MOD-EXT-14	Modem AT 14.4dat/14.4 fax+EU psu/tel cab	19.95
MOU-WHI	Amiga mouse - white/cream -with mousemat	6.95
* TKB-AM	Amiga trackball 3-button replaces std mouse	14.95
PSU-100	100w PSU for Amiga (fit your old lead - inc cntrs)	29.95

World Cup weary? Wimbledon washed-up?
Never mind. Here are three very special, time-limited offers from Eyetech to cheer you up again!

Buy a 20- or 32-speed *CDPlus-SE* and get an *Elbox IDE-Flyer* (AF 98% Aug 98) for *just £49* (regular price £68.95)	Buy an *Apollo* or *phase 5 (PPC)* accelerator and get memory for it at *25% discount*	Buy a *DIY* or *Full EZ-Tower* and an *EZKey adapter* and get a compatible PC keyboard *FREE OF CHARGE*

All offers valid only with this coupon and against prices in this issue. These offers are valid until 31/08/98.

PSU-200	200w PSU for Amiga (fit your old lead - inc cntrs)	39.95
PSU-230	230/250w replacement PSU for MT/DT/FT	29.95
PSU-A1200	A1200 23W PSU (original) 90 days warranty	19.95
* SPK-16W	16W PMPO speakers w/ PSU 3.5mm jack	10.95
* SPK-60W-INT	Internal mounting 60W PMPO speakers/amp	24.95
VID-CKT	Cocktel Amiga videoconferenc'g s/w by ProDad	39.95

Accelerators - PowerPC with 680x0 co-processor

* ADPT-VGA-BV4M	BVision 4MB A1200 gfx card pur w/ PPC acc	159.95
* ACC-PPC-16-4025	Bliz'd PPC603/160MHz+040/25/FPU/ no SCSI	244.95
ACC-PPC-16-6050	Bliz'd PPC603/160MHz+060/50/FPU no SCSI	448.95
* ACC-PPC-16S-4025	Bliz'd PPC603/160MHz+040/25/FPU/SCSI-2	294.95
ACC-PPC-16S-6050	Bliz'd PPC603/160MHz+060/50/FPU/SCSI-2	498.95
ACC-PPC-24-4025	Bliz'd PPC603/240MHz+040/25/FPU no SCSI	368.95
* ACC-PPC-24-6050	Bliz'd PPC603/240MHz+060/50/FPU no SCSI	598.95
ACC-PPC-24S-4025	Bliz'd PPC603/240MHz+040/25/FPU/SCSI-2	418.95
ACC-PPC-24S-6050	Bliz'rd PPC603/240MHz+060/50/FPU/SCSI-2	648.95

Accelerators - Apollo 680xx

ACC-060-50	Apollo '060 MMU/FPU 50MHz A1200 accel	267.95
* ACC-060-66	Apollo '060 MMU/FPU 66MHz A1200 accel	317.95
ACC-040-25	Apollo '040 MMU/FPU 25MHz A1200 accel	127.95
* ACC-040-33	Apollo '040 MMU/FPU 33MHz A1200 accel	157.95
* ACC-040-40	Apollo '040 MMU/FPU 40MHz A1200 accel	187.95
* ACC-30EC-25	Apollo 030/25MHz no MMU/FPU (8MBmax)	44.95
ACC-30EM-25	Apollo 030/25MHz/MMU no FPU (8MBmax)	54.95
ACC-30LC-25	Apollo 030/25MHz/MMU/FPU (8MBmax)	64.95
ACC-30EC-33	Apollo 030EC/33MHz no MMU/FPU (8MBmax)	49.95
ACC-30EM-33	Apollo 030/33MHz/MMU no FPU (8MBmax)	59.95
ACC-30LC-33	Apollo 030/33MHz/MMU/FPU (8MBmax)	69.95
FPU-EC/M-33	33Mhz PLCC FPU pur'd with Apollo 30EC/30EM	10.00
* ACC-630-33	Apollo '030 MMU/FPU 33MHz A600 acc to 32M	69.95
ACC-630-33+32	A600 accel 030/33MHz/MMU/FPU/32MB (max)	99.95

Memory - Simms, zip ram & FPU's

MEM-16MB-72P	72 pin 16MB 32 bit simm for Amiga	29.95
MEM-32MB-72P	72 pin 32 MB 32 bit simm for Amiga	39.95
MEM-4MB-72P	72 pin 4MB 32 bit simm 70 ns	9.95
MEM-8MB-72P	72 pin 8MB 32 bit simm for Amiga	19.95
* MEM-ZIP-20P	1MB(2chip)60ns Zip RAM HMS514400-6 Pg md	14.95
FPU-PGA-40	MC68882 PGA FPU 40MHz OK for 50MHZ	29.95
FPU-PLCC-33	MC68882 PLCC FPU 33MHz	19.95
PT-EXT-PLCC	PLCC extractor tool for 33Mhz FPU	9.95
ACC-4/60-SSKT	Apollo 1240/60 2nd simm socket & fitting	20.00

WB disks, k/s ROMS, manuals etc

* SYS-WB3-DSK	Amiga WB3.0 disksx5 + Eyetech HD install	14.95
* SYS-WB3-SET	Amiga WB3.0 disks x5 + Worbench manual	18.95
SYS-WB3.1-DSK	Amiga Workbench 3.1 disks x6 (/w HD inst)	14.95
SYS-KS3.1-ROM	A1200 Kickstart 3.1 ROM chips (2 chips)	29.95
* SYS-KS3.1-SET	A1200 K/s 3.1 ROMs & WB3.1 dskx6 (no books)	36.95

EZPC-Tower & Siamese systems & components

CDR-BARE-2/8-SP	Internal ATAPI CD-R 2xw 8x u/g with EZPC pkg	199.95
* EZPC-SIA-CF3	EZPC SiSys/Ene/t3.2/64/32x/32v/mpeg/A4scnr	999.95
EZPC-SIA-CF3-UG	EZTower/EZKey/kbd u/g to EZPC-SIA-CF2	879.95
* PSW-W95/SS97	Windows 95 & Lotus Smartsuite 97 bundle	99.95
SCAN-SCEX-6KSP	Mustek ScanExpress 6000SP w/PC SCSI card	99.95
SYS-SIA-ETH	Siamese sys2.5 w/PC,Amiga ethernet	189.95
SYS-SIA-R25	Siamese system software RTG v2.5	99.95
* SYS-SIA-R21	Siamese serial s/w RTG v2.1 (ref'ble agnst v2.5)	24.95
SYS-TCP-SIA	Miami TCP/IP stack for Amiga (Siamese only)	19.95
SYS-TCP-MIA	Miami TCP/IP stack for Amiga (reg'n fee paid)	24.95

CD32, SX32 & accessories

ADPT-KBD-SX32P	SX32 Pro PC k/b adapter cable 10cm	9.95
CD32-JOY	CD32/SX32 joypad	9.95
* CD32-PAL	CD32 console with 18Wpsu/joypad/RF lead	149.95
SX32-MK2	SX32 Mk2 Ram/Clock/FPU expander for CD32	149.95
* SX32-P40EC	SX32Pro030EC 40Mhz simm to 64MB, FPU skt	199.95
SX32-P50	SX32 Pro 50MHz '030/MMU Simm, FPU skt	269.95

A1200 Magic Packs & accessories

* AMP-STR-FDD	A1200 Starter Magic pack FDD vers /w s/w	184.95
AMP-STR-HD1	A1200 Starter Magic pack w/170 HD & s/w	248.95
AMP-MCD-PK3	Amiga M P 20xCD/1.7GB/'040-25/16MB/MT	598.95
AMP-PDV-PK3	A1200 Mgk pk 170MB/'030-33/8MB	328.95
AMP-PDV-EZT	A1200 Mgk pk 170MB/'030-33/8MB & EZTW+	448.95
* AMP-PRO-PK3	A12 EZTwr Pro2 '040-33/32mb/4.3/PCkb/20CD	799.95

Workshop services

FIT-EZ-MAIN	A1200 to EZ-Tower fitting - A1200 +1 drive	30.00
FIT-EZ-XTRA	Fitting per customer-supplied periph into EZtwr	7.50
REP-AM-2B/1D4	A1200 motherboard rev 2B or 1D4 fix	30.00

Entries marked with '' to their left represent special value items*

Eyetech Group Ltd
The Old Bank, 12 West Green,
Stokesley, N Yorks, TS9 5BB, UK

Tel: 07000 4 AMIGA 07000 4 26442 +44 (0) 1642 713 185
Fax: +44 (0) 1642 713 634
Net: sales, info @eyetech.co.uk www.eyetech.co.uk

UK next day insured delivery charges: S/w, cables, EZCD i/f £3; 2.5" drives, accel's; manuals £7; 3.5" drives, FDD's; PSU's, SX32 £9; CDPlus; M'Twr; D'top £11; EZTW & EZPC £15.
Worldwide in 2-7 days from receipt of faxed order & payment details.

UK bank/BS cheques, Visa*, Mastercard*, Switch, Delta, Connect, Postal/Money orders accepted. * A 3% charge applies to c/c orders.Due to space limitations some of the specs given are indicitive only - please ring/write for further details. **Please check prices, specs and availability before ordering. If ordering by post please include a contact phone no.** Goods are not supplied on a trial basis. A1200 items are tested with a Rev 1.D.1 motherboard - other boards may need modification.E&OE. All prices include VAT at 17.5%. Non-EC is VAT-free.

Voted AUI Amiga Company of the Year

EYETECH

stocks of A1200s and sort out licence agreements) and Amiga Inc. (developers of the next generation Amiga) were set up in order to keep the market alive (and, rather obviously, to hopefully make more money for Gateway).

WOA ANNOUNCEMENT

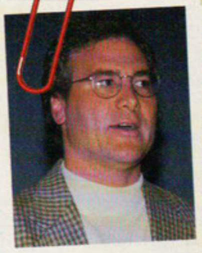
After almost a year of owning the machine, Amiga Inc. finally announced that they were ready to begin the development of the next step in computing. At the time of writing this piece, we are now exactly two months down the line from the announcement at the WOA, the announcement when Amiga Inc. said they would have a new Amiga ready by Christmas 1999.

I'm paraphrasing there, but when I asked Joe Torre, Hardware Engineer at Amiga Inc. whether the plan was still on schedule, he remained quite upbeat about it.

Fleecy Moss, Strategic Projects Manager, went one step further. He

Jeff Schindle

General Manager, Amiga Inc.



Height & Weight:
6", 190 lbs.

Marital Status:
Married for 17 years.

Personal Information:
I have a great passion for sailing and skiing (well, any outdoor sport really).

Your first experience with an Amiga:
I was with Zenith Data Systems in Engineering when our competitive analysis team reviewed the first Amiga. We were blown away at the graphics and power of such a computer and knew it was way better than the IBM PCs we had to work with.

The first computer I owned was the Commodore Vic 20, when it first came out.

Background before you worked for Amiga Inc.:
I worked at Zenith Data Systems for nine years, where I was Director of the Portable Products Business Unit. I was responsible for two generations of portable product lines, including the award-winning Z-Note. This won 13 major industry awards. In 1990 I planned and launched a high resolution workstation with co-processor-based graphics. In 1994 I joined Gateway and was responsible for future product strategies, which led to the Destination PCTV. I also began Gateway's Strategic Technology Group.

Amiga achievements:
Since I haven't been involved with the Amiga for as long as some of my colleagues, I guess my major achievement is actually keeping the Amiga going.

Favourite thing about the Amiga:
My favourite thing about the Amiga is the passion that people have for the computer and the knowledge that there is something better than the norm.

Allan Havemose PhD.

In charge of all development (software & hardware) at Amiga Inc.



Height & Weight:
Classified.

Marital Status:
Classified.

Personal Information:
To begin right at the beginning: I am Danish and was educated at the Danish Technical University. Both my masters and my PhD are from DTU. I had the second Amiga in Denmark (Commodore had the first one). I have one US patent and an IEEE best paper award from the Information Theory Society.

Your first experience with an Amiga:
My first experience was with Workbench 1.1 and I remember installing the WB 1.2 upgrade. Being very interested in graphics, I was truly impressed with how well the system performed against the new high-end graphics in PCs, called EGA. I knew I had to get one.

Background before you worked for Amiga Inc.:
I had just finished my EE&CS Master's degree and I'd decided that I wanted to do a PhD when the Amiga was launched. I had begun the CAD system (CAD-line) development while finishing up my Master's, so after a while CAD-line was launched. The product sold well for a couple of years. I had just finished my PhD in mathematics when I sold my company and went to work for Commodore.

Amiga achievements:
CAD-line, my CAD system, the European Developers Support Program, developers conferences in Paris and Milan, Workbench 2.1, AmigaOS 3.0 and 3.1, OS for CD32 and CDTV-CR.

Favourite thing about the Amiga:
Elegance, simplicity and performance. I often wonder if Intel would sell as many high-end Pentiums if Windows was even close to the AmigaOS in efficiency. Also, I personally believe that the Amiga has taught more people about multitasking and concurrency the all of the universities in the world combined.

expected that not only would the machine be ready on time, it might possibly also have more features, such as a DVD drive, etc. and be cheaper than the already frankly unbelievable price set by Amiga Inc. of only US $500.

The rest of the gang are less garrulous. Jeff and Allan are never available to speak to since they are always out of the office meeting with people all over the world; this week California, last week Germany. It appears as though things really are happening for the first time since 1993.

KEEP GOING

For the time being, however, the market has to make do with the existing Amigas, (even if they are upgraded with PowerPCs, graphics cards and the like). But at least you know that there is a future now, unlike at any other time in the last five years or so. It's also a time



when more Amigans than ever can get their hands on up-to-date information, as there has been a huge increase in the number of Amiga info sites, along with mailing lists and user groups, as the UGN (User Group Network) run by Wayne Hunt, and Team Amiga, run by Gary Peake, can attest to.

FINALLY, I'D LIKE TO THANK...

So there you have it. These files contain the most important people in the Amiga scene right now. Who knows, maybe this time next year some of them will have been replaced by others, some may be more important than they are now, but if you get an email from any of these guys you'll know to sit up and take notice.

Hopefully you'll now know the players in the Amiga market a bit more and there'll be fewer blank looks down the pub when Amigans gather together to discuss the latest exciting development in the Amiga's history. After all, it's not as though you've really been formally introduced to any of these people…

As the world turns, we fervently hope that it won't just be Amiga owners who know the names Schindler, Tyschtschenko and Havemose (amongst others), but that magazines and newspapers the world over will be reporting on their efforts to bring together your average Joe and the killer technology we know that they are working on.

WE'LL ALL BE MILLIONAIRES

We won't have long to wait until this time next year when *Amiga Format* will hopefully have seen the new machine and be allowed to tell you about it. Once the "November Box" developer machine is available, the shape of the machine to come will become clearer as we approach the launch date.

Until then, we still have what is now termed the "Classic" Amiga, and all the stuff for it, but what of PowerPC and this "Classic" Amiga? What about the developers currently writing for the machine available at the moment? What about the Amiga market itself? Well, these things aren't yet clear. The BoXeR project is still pushing ahead for a November release and phase 5 are still making their graphics card for the PPC. There are still new games coming out for the existing range of machines, such as *Samba World Cup* and *Napalm*.

> "... at least you know that there is a future now, unlike at any other time in the last five years or so."

Whatever happens over the coming months, you can bet your bottom dollar that *Amiga Format* will continue to give you the most up to date and accurate information available.

Continued overleaf ➡

Wayne Hunt



Webmaster of Amiga.org

(http://www.amiga.org) and the Administrator of the User Group Network (http://www.amiga.org/usergroups).

Height & Weight:
6'4" inches, 260lbs (on a good day).

Marital Status:
Happily married for the past 2.75 years.

Personal Information:
I don't really know what you might consider interesting, but the story that is most requested is how I ended up with the nickname (and IRC nick) of "Scooby". A long time ago, a group of friends, my wife and I were sitting around for our weekly treat of *The X-Files* on TV. The conversation came up that if we were all characters on *The X-Files*, each of us would fit into certain roles rather clearly. The subject proceeded to move from *The X-Files*, to *The Simpsons* and several other cartoons. When we got to *Scooby Doo*, everyone in the entire room (all six of them) turned to look at me in sync and said (in stereo even), "Wayne is definitely Scooby," and the moniker stuck. I was even given the gift of a Scooby shirt to wear at Amiga shows (to quote my wife: "So we know where you are at all times.").

First experience with an Amiga:
My first experience with the Amiga was in the late 80s. I had gone out and bought about US $1,000 worth of Commodore 64 equipment from a local retailer. The next weekend, the local HAMFest (a computer show for HAM radio operators) was going on at the local convention hall. Having never been to a computer show, I found myself intrigued at the possibility of picking up more cheap C64 parts.

After walking around for a while, I saw a lot of PCs running four to eight colours, a lot of Macintoshes with their GUI and greyscale and a few Sun Workstations, which were cool but affordable only to the "gods" of the computer world. Out of the corner of my eye I caught a glimpse of what looked like an animation running on a personal computer with a really great music track running on another next to it. It was *DeluxeMusic*, which, in 1989, was really, really killer!

The next thing I knew, I was being introduced to the president of the North Alabama Society of Amiga Users (NASAU) who talked to me for the rest of the afternoon, and well into the night. The following Monday morning, I found myself without a Commodore 64 system but no richer because my new A500 and 1084 were on the way. The rest, as they say, is history.

Background before you worked for UGN:
Once indoctrinated into the world of the Amiga, I found myself captivated by the online world and that of modems (Motorola's modem plant was where our User Group met). In mid 1990 I began running a BBS called Wayne's World on a donated system, with my parents' good graces for the phone line. Wayne's World grew by leaps and bounds until the club bought it and it became known as NASAU Beach. In early 1994 I discovered the world wide web. HTML was easy to learn back then because there was only one version (Microsoft had yet to discover the web) and I decided to move the BBS efforts to the web. After waiting for the several terrible months for the InterNIC to do their thing (and almost a year to get it right), Amiga.org was born.

Oh yeah, back in the real world I work as a network administrator (Windows NT, Macintosh, Unix, and yes, a lone Amiga) for a principal NASA contractor.

Amiga achievements:
If you were to have asked me what I'm most proud of achieving, I would have to say (in order): the friendships I've made in the Amiga community; the fact that I'm still prone to avoiding Microsoft products whenever possible; the User Group Network (UGN) and the potential it has to help Amiga user groups worldwide; Amiga.org itself; and last, but by no means least, the Amiga Developer Network (ADN).

Favourite thing about the Amiga:
The fact that I can look into a Windows/Mac user's face and laugh every time they utter the words "Multimedia" or "multitasking".

GARY PEAKE SPEAKS

Team Amiga Worldwide is a virtual user group made up of Amiga users who either have no Amiga user group in their vicinity or who can't really belong to such an organisation because of other commitments or jobs they may have.

Our list of members ranges from the non-online user to some of the biggest names in Amigaland.

We started in defiance of a "Team OS/2" member who was hassling us on the Fido Amiga channel. When our founder, Rick Lembree, passed away due to a long illness, I was asked to take up the mantel and to decide on our future.

I went public for members using every source I could think of, mainly to see how serious our organisation was and could become. I have done some sort of newspaper reporting, public relations and customer service work all my life and have used that to define our goals and increase our membership.

We are presently a public relations and technical support group for the Amiga computer user base, and even for other Amiga groups. Our sponsors are providing us with server space (Peter Nilsen-Ultima Thule and Fred Fish-NineMoons), for technical and news related mailing lists, IRC channels (Bigger Net in California and ZenMetal Software-CNET BBS), for real-time Amiga group meetings and for getting the news out to the users, and web pages (http://web.wt.net/~gpeake) provided by my local ISP, Wt.Net, here in Texas.

Team Amiga is also a facilitator for other groups and organisations. We are presently hosting ICOA Working Groups through our sponsors' IRC capabilities, the Amiga News Feed that is sponsored and used by the JMS (Jay Miner Society), the ICOA, Team Amiga, the UGN, and is open to use by any Amiga company wishing to send a press release to both Amiga and non-Amiga Press. (We have both subscribed to the News Feed!)

I recently took the position of Press Officer for the ICOA after seeing their role defined as the future CATS of Amiga Inc. The ICOA has some fantastic ideas working from some of our most prolific developers and will soon be able to show publicly what they have been doing behind the scenes these many months. Like any developmental body, by necessity, a lot of what ICOA does has to be done behind closed doors and won't see the light of day until it is time.

Unfortunately, this gives some people the impression that the Industry Council Open Amiga is doing nothing, although nothing could be further from the truth. It just isn't the right time to make many of the announcements that will be forthcoming shortly with the distribution of the new Developer System from Amiga Inc. and the AmigaNG next year.

The ICOA is currently in the process of electing the first Steering Committee and this will be important to the future direction the ICOA may take. We are also revamping the web pages (http://www.amiga.org/icoa) to give a more up to date reflection of the scope and ideas being generated inside the ICOA through its many developers. The ICOA is also developing several 'model programs' to be used for DevCons, WOA shows, public news feeds and more.

It is a very exciting time in the world of the Amiga and both Team Amiga and the ICOA are proud to provide any support they can to the process. I am equally pleased to be a part of both organisations.

Gary Peake



Co-ordinator of Team Amiga and Press Officer for the ICOA, member of the ACLG,

all non-paying jobs.

Height & Weight:
6'2", about 200lbs.

Marital Status:
Married for 22 years on July 4th, with two adopted children, aged 15 and 19.

Personal Information:
I have a totally computer illiterate wife whom I have finally got onto the web (Beanie Baby's, no less) after struggling to do so for years.

Being totally illiterate, it took *Miami*'s simple Click and Go to get her there. Thanks to Holger for that small step in computing at my house!

Your first experience with an Amiga:
My little brother came to my house talking about this C64 which he loved using at school and I bought one. This was replaced about two months later with the new A500 and then an A3000 the second week they appeared on the market.

Background before you worked for Team Amiga/ICOA?
I am from a third generation newspaper family. I also worked in the new car business as a parts/service manager with the speciality of improving the quality of service delivered to the customers. I love public relations.

Amiga achievements:
I took Team Amiga from under 1,000 members to almost 5,000 members in 15 months. Have tried to make sure the *real* message gets out to the users since Commodore went bankrupt. Started the Team Amiga mailing list that has Amiga notables as well as users and techies, all discussing matters that are normally reserved for more technical forums. Initiated the Amiga News Feed which is a free service available to anyone and everyone. I am now involved in bringing the WOA shows to more people by a mixture of a live news feed across IRC, along with a web cam service from the WOAs and Q&As with special guests. Have sponsored several projects along with other Amiga groups in an effort to give us all a feeling of inclusion.

Favourite thing about the Amiga:
Freedom of choice, the spirit of the look and feel that makes it different from most computers.

Darreck Lisle



Events Co-ordinator for Amiga Inc.

Responsibilities are to decide the role of Amiga, Inc. in each show. I base my participation on attendance and exposure.

Height and weight:
6' 2", weight classified.

Marital Status:
Wife Amie Lisle, son Austin (aged three), son Christian (aged seven months).

Personal Information:
Served in the US Army as a Sergeant in the Airborne Infantry. Also an energetic disco diva.

First experience with an Amiga:
I purchased my Amiga 500, 1084S and 501 memory card from the PX in Darmstadt Germany in late 1987.

Background before you worked for Amiga Inc.:
I was pursuing a career in the law enforcement field. I had several police jobs lined up when the opportunity with Amiga Inc. came up. I passed up on all of my job offers to work in my dream job.

Amiga achievements:
Bringing excitement back to Amiga shows and making them FUN!

Favourite thing about the Amiga:
The community and everyone in it.

MORE DETAILS ON THE JMS

In many ways, the Jay Miner Society is still in its infancy, but there are a lot of things going on. If you want to join, visit the web page at www.jms.org, or write to Bill Near at 93 South State Street, Ripley, NY 14775, USA. The membership fee is $15 a year or $50 for life and we can arrange for the payment of life membership to be in instalments if necessary.

Once you've joined you get on to the JMS discussion list and you can start to manage a project which will be backed by the JMS. JMS backing means you get space on the JMS web server and you can ask for JMS funds to carry out the project. In the near future you should also be able to get a mailing list and a private IRC channel for the project. The society should also be giving out the email address @jms.org to all members soon.

SOME OF THE PROJECTS THE JMS HAS BEEN WORKING ON:

Industry Council of the Open Amiga

The JMS was founded as a result of long-lasting discussions on a pair of mailing lists between many Amiga notables and others. Hand in hand with this was the "ICOA initiative", a project aiming to create an Industry Council for the Open Amiga (ICOA), which was first proposed by former Commodore engineer (and JMS founder member) Dave Haynie. With the help of the JMS, this initiative has succeeded in creating a new partnership between the Amiga owners and developers and this will form the basis of Amiga Inc.'s developer support. The ICOA's Steering Committee also includes a representative of the general user community.

Project-X – http://www.jms.org/projx/

Project-X is intended to make it easier for owners of lower-specced Amigas to get on to the Internet and/or Fidonet. This means putting together software packages and accrediting ISPs that are willing to support Amiga users.

UNCLE

The ultimate client for networked chat and more, aimed at AmigaNG. This should bring together the features of IRC, *ICQ*, and MUD/Talker systems into a single, powerful interface.

Anexus – http://www.jms.org/forum/nexus/

A two-monthly, web-based magazine, dedicated to exploring and defining aspects of Amiga gestalt, culture and philosophy, edited by Steve Bowie and Giorgio Gomelsky. It features various articles from different authors.

"Moo Bunny"

A web-based discussion system originally created by John "Squid" Shephard, currently being adapted to the JMS website. It is expected to be ready for use in the very near future and will initially be a general meeting place for Amigans all over the world who are working on all sorts of collaborative projects.

Ben Hutchings



JMS Founder
Has just finished first degree (not a sentence for murder)

Height & Weight:
About 1.70m, 60Kg.

Marital Status:
Single. Is this *AF*'s Personal Ads section?

Personal Information:
I have only tidied my room once in the last year. My desk is entirely covered with computing bits and most paper has been filed on the floor somewhere.

Your first experience with an Amiga:
My first sight of an Amiga was a rolling demo of *Shadow of the Beast* in a shop, which impressed me a lot. My first use of an Amiga was probably playing games on a friend's computer and the first Amiga I actually owned was a 500+ bought in January 1992.

Background before you worked for JMS:
I did a lot of programming, working away on various utilities.

Amiga achievements:
I've done a lot of work promoting the ICOA and I hope that I can take some of the credit for its success. I know that some of the various utilities I've put on Aminet are now being widely used, which is an achievement of sorts.

Favourite things about the Amiga (amongst others):
Its generally open and extendible software architecture, the fact that it has few arbitrary resource limits and its good integration of text and graphical interfaces.

Wait, there's more...

Although we've dealt with what might seem like the major players here, there are a load of people who have contributed substantially to the Amiga's longevity.

In no particular order, here are just some of the people without whom the Amiga would almost certainly not be around today...

Urban Müller: From the small beginnings of a single A3000 in Switzerland, Aminet is now the world's largest single software archive, mirrored all over the world and accessed thousands of times every day in order to get the latest Shareware. Urban started producing the Aminet CDs, in conjunction with Stefan Ossowski and GTI, for those who didn't have an Internet connection. They've consistently received high scores in all the reviews that have appeared in *Amiga Format*, as well as high sales (check out the GTI chart in news).

Not only is Aminet an incredibly useful tool, it's also unique in the computer world, offering more than any other platform.
http://www.aminet.org/~aminet/

Stefan Stuntz: Author of *MUI*, the *Magic User Interface*. By giving the Amiga a more powerful GUI than the rather simplistic *GadTools*, it meant that we could have more modern software, especially stuff for the Internet. *MUI* has a lot of detractors but, at the end of the day, it has opened up a whole new realm of programs that wouldn't be possible (or at the very least would be severely crippled) without it.
http://www.sasg.com

John "Squid" Shephard: Author of the influential website known as Squid's Rumor Mill, John is the force behind many of the truly sensible rumours flying around about the current and future state of the Amiga. His reasoned argument is a breath of fresh air compared to the generally ill-informed comment available through other online sources, and Moo Bunny, his webchat forum, is always well-attended by many of the Amiga's best-known proponents.
http://users.compassworks.com/~squid/amiga/

Kevin Hisel: Webmaster of the site that all Amiga users must surely bookmark, CUCUG. This site acts as a central clearing house for new Amiga websites, news stories and more. It's a lot of people's first stopping off point when they get online every day. Not only does it cover the vast majority of new sites and stories, it also has search facilities that allow the user to search for websites they may have missed in the constant turnaround.
http://www.cucug.org/amiga/

AmigaSOC: Not an individual this time, but an Amiga user group par excellence. This London-oriented user group grew out of a university Amiga group and became the force behind many of the UK's Amiga actions. They got the developer conferences at the last two WOA shows organised and arranged for speakers to attend. They are now the UK representatives for the UGN and will be visiting local user groups to offer help and advice if needed, or simply to attend and have a bit of a laugh.
http://uk.amigasoc.org

Libraries



Do you have a fear of libraries because of that *Just William* book dated 1974 you found under your bed? Or is that just **John Kennedy**?

Few things cause so much confusion to the Amiga user as libraries. The definition of a library is actually pretty simple: it's a collection of functions placed together in a group. In fact, most of the Amiga's operating system is composed of libraries of functions, all organised by placing them into individual libraries.

So, for example, all the Amiga operating system functions which have to do with drawing on the screen are kept in the Graphics Library.

To understand why a library is important and what is does, you have to know a little about how the Amiga works as a computer. The Amiga has a sophisticated operating system which looks after the Workbench and also provides a stable platform for software applications to run on.

To make life easier for the programmer, the operating system includes hundreds of special functions which exist as a kind of interface or "abstraction layer" between the Amiga's hardware and the programmer's software. To draw a line, the programmer doesn't need to know how to program the Blitter hardware to create a dot pattern in a bitmap. The programmer just uses the Draw() function and the OS does the rest.





> "LIBS: is an assigned device name, a kind of shortcut to the location where the files are stored."

The key libraries which make up the Amiga's operating system are supplied with the machine, but other applications may require their own libraries. For example, when you install a new word processor, the application may include a new library which will also be copied to your system.

The library approach has many advantages. For a start, the computer's hardware can be changed or upgraded and the original software will still run. For example, even though the Amiga may have a graphics card fitted, the Draw() function still works. The programmer doesn't have to worry about whether the program is going to appear on an A1200 or an A4000 with a PicassoII – it still draws a line.

Now as you know, the Amiga is a multitasking computer. It can run dozens of different utilities and programs at the same time and works by effectively fooling each running program into thinking it has an entire Amiga all to itself. You might think this would be a terribly inefficient way of working; after all, every program will want to make use of libraries, which means the libraries would have to be loaded for each application.

Not so. The Amiga libraries can be shared, which means that no matter how many programs load and use the library, there is still only one copy in memory at a time. Libraries stored on disk are loaded only as they are needed (again, only one copy of each is required), and can be removed when no longer required. This keeps the resources used to a minimum and allows even an Amiga with fairly limited memory to run dozens of programs.

All this is handled by a module of the operating system called the Exec. This is itself a library, although it's always open as it provides access to the other system libraries.

WHERE DO LIBRARIES LIVE?

The location of the Amiga's libraries can perplex many Amiga owners, so let's examine the different options. First of all, many of the core Amiga libraries are built into the Amiga's Kickstart ROM. This means they are always available, which is vital if you want your computer to be smart enough to boot itself from disk when you switch it on.

Other libraries, including both of those which are part of the OS and those which are created by other programmers, exist on disk. They are always stored in a directory called LIBS:, although exactly where LIBS: is located can vary from system to system.

LIBS: is an assigned device name, a kind of shortcut to the location where the files are stored.

In a perfect world, everyone would have an Amiga with a large hard disk as standard and no-one would need to boot their computer from floppy. As a result, the libraries are all stored on the hard disk in a directory pointed to by LIBS:, which is set-up automatically when the Amiga boots up. The directory itself is called "Libs" and it will appear in the top-most directory of the disk which the Amiga looks to first in order to boot.

If you open a Shell and enter DIR LIBS: you will see all the libraries currently on your system.

Confusion can arise when software is used on a system which is a mix of floppy, CD-ROM and hard drive systems. If you boot your Amiga from hard disk and then try to run a program from floppy or CD-ROM, the operating system will look to its default LIBS: directory to locate any libraries it needs. However, the required library might still be on the floppy or CD and so the Amiga won't be able to find it. The result is a warning requestor and the program won't run.

Back in our ideal world, this would never happen. Well-written software should be designed with an installation routine which automatically copies all the files required by the application, including the library files, to the LIBS: directory, and so stores them on the hard drive. When you run the application it will still want to load libraries, but this time the libraries are present in the LIBS: directory and everything works perfectly.

Of course, we all

know this isn't the case and we often see that dreaded requestor. If you do, the easiest way to fix the problem is to find the missing library (usually in a directory called libs on the floppy disk or CD) and copy it to the libs directory on the hard drive.

If you don't have a hard drive and you boot everything from floppy, you can do something similar by copying the library files you need to your boot floppy. This can be tricky if you only have the one disk drive and you might need to copy them to an intermediate location, such as the RAM disk.

Remember that the Amiga will always look to LIBS: when it is asked to open a library. However, the library your program needs mightn't be in LIBS: because you may have booted from a different disk. To avoid any problems, copy all the libraries you are likely to need to your boot disk.







> "As the Amiga is a multitasking system, it's not possible to predict where in memory the library will appear..."



Sometimes, especially with downloaded programs, the program complains that it can't find a particular library and yet you can't find it either. There is a good chance that the programmer has either forgotten to include the library (assuming that as he has it, everyone else has it too) or can't include it because it's not his.

In these cases, you'll often have to go back online and search for the library. It might be available on its own or it might be available as part of another program.

HOW DOES A PROGRAM USE A LIBRARY?

If you can sneak a peek at the C programming tutorial, you can see exactly how a program accesses a library. Before it can make use of the functions it contains, it must first "open" it. Opening the library does two things: it loads the library from disk (if the library is stored on disk and if it's not already loaded) and it also returns the library's base address. As the Amiga is a multitasking system, it's not possible to predict where in memory the library will appear, and so it's essential that it is opened and its location is discovered.

The function required to open the library is part of the Exec library, but as mentioned previously, this library is always open, otherwise it would be impossible to open any other library. The source code required to open a library looks like this:

```
LibBase=
OpenLibrary("libraryname",version)
```

The function is called OpenLibrary and it takes two parameters: the full name of the library in question and the earliest version of the library the programmer is prepared to use.

If the library is opened successfully it returns the address to the variable LibBase. Note that some compilers, such as Dice, can automatically open libraries for you.

The program is now free to use the library functions, and when finished it can close the library and so allow the operating system to remove it from memory, if appropriate.

How does a programmer know which functions are available inside the library? He doesn't, unless he has the right documentation. For example, to use the Amiga's own libraries you need a book like *The Amiga ROM Kernal Reference Manual*. If you're using a library programmed by someone else, you need the documentation they provide. The compiler also needs to know the names of the functions present in the library so it can tell sensible function names, and their parameters, from typing errors.

For this reason, each library usually has an associated Include file which lists all the function names and their arguments. You can sometimes tell what the functions do from this include file, but proper human-orientated documentation is always preferable.

CHECK OUT

The Amiga's own list of libraries provides very useful functions for the programmer. Not only are all the expected graphics, text, sound, mouse, menu, gadget, window and screen functions present, but libraries such as the ASL Library and IFFParse Library make it relatively easy to add file requestors and support for IFF files to programs. There are plenty of third party libraries too. Some are provided with new hardware to make it possible to write programs, others are simply very useful routines which their creators have made available.

Libraries may seem a pain at times, but they are a genuinely useful part of the Amiga's operating system. Without them, programs would be larger and slower and every programmer would need to re-invent the wheel just to run the simplest of programs, so don't underestimate your local library!

RUN-TIME AND LINK LIBRARIES

The Amiga actually makes use of two types of libraries: run-time and link libraries. The libraries discussed so far are run-time, which means that they are accessed while a program is actually running. When the application starts, it may access the libraries. You can see this yourself if you run a program such as *SnoopDos*, which displays information like this as it happens.

Link libraries are a different kettle of binary fish. These libraries are used when a program is being compiled. When a programmer needs his or her software to perform a specific action, they may make use of a function contained in one of these libraries. The function is copied into the program, actually becoming part of it.



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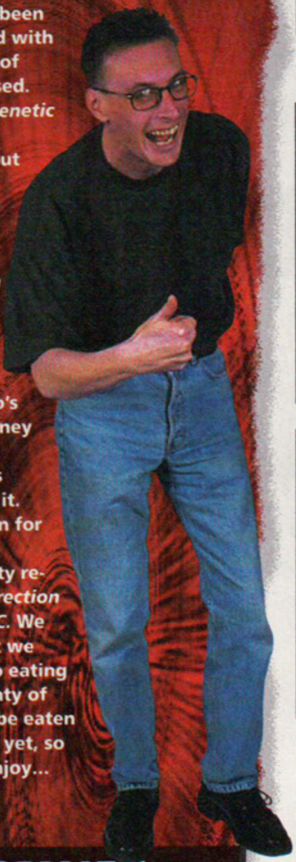
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SCREENPLAY

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Over the last couple of months I've been disappointed with the overall quality of games being released. *Beambender* and *Genetic Species* (amongst others) are good, but they stick out like beacons in the general morass of mediocrity that includes *Wheels on Fire*, *Powder* and the rest.

I don't care if you're a publisher or a developer who's spent time and money on a game. If it's rubbish I'll tell *AF*'s readers not to buy it. Thank heavens then for some compilation bargains and quality re-releases like *Resurrection Pack* and *Worms DC*. We may be hungry but we haven't resorted to eating dirt! There are plenty of gourmet meals to be eaten at the Amiga table yet, so stay hungry and enjoy...

Andy Smith

AMIGA FORMAT'S REVIEW POLICY

WHAT OUR REVIEW SCORES MEAN

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up to date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

90+%	The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold – the most highly prized rating there is.
80-89%	These games are very good, but due to minor flaws are not the finest examples of their genre.
70-79%	Good games which are worth buying, especially if you have a special interest in a game type.
60-69%	Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
50-59%	Below average games which are unlikely to impress your mates or your wallet..
40-49%	Overwhelmingly poor quality games with major flaws and appalling gameplay.
Under 40%	The absolute pits.





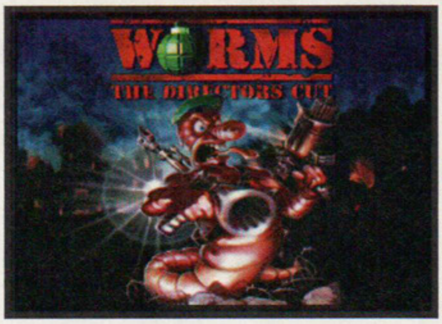
Scratch one jellyfish! Tempers fray in the preview of new shoot-em-up, *Ultra Violent Worlds*.



Tin Toy knew the way to the House of Fun.



The evil brick (eleventh from the right) was about to feel the force of a double-barrelled shotgun.



But they don't have arms! How can they carry guns?

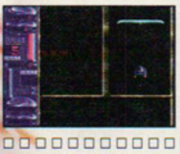
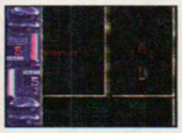


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When everything's tweaked and tuned to perfection you can really start to kick some monster butt.

Previews

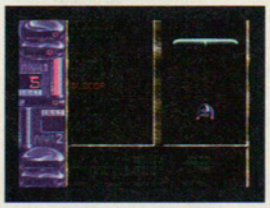





Just like David Beckham, Andy Smith gets to grips with a healthy mixture of violence and World Cup footy action...

Ultra Violent Worlds

Ultra Violent Worlds . . . . . . £TBA
Release Date: . . . . August
Publisher: . . . . . . Vorlon Software
www.vorlonsoftware.com
Requires: . . . . CD ROM, 4Mb



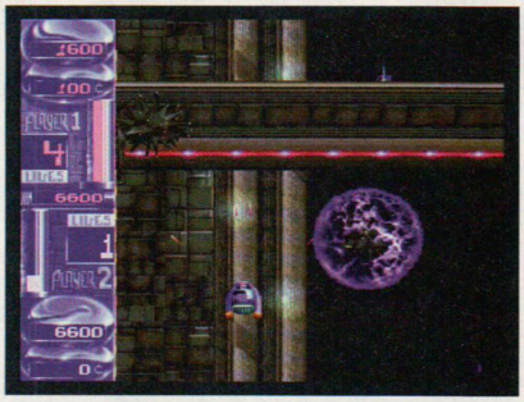
Wind down at the end of a level with some retail therapy in the shop.

Vorlon Software are an Australian bunch of coders that I've never heard of, so I'll have to assume this is their first foray into the world of Amiga games – apologies to Vorlon if they've been around for years.

If this is their first Amiga effort, they've decided to launch themselves with a CD game that fits into a nice, safe genre. By that I mean they haven't taken any risks with innovation or creativity and have plumped for a straight down the line, vertically scrolling shoot-em-up.

> **There's even a two player mode so you and a mate can attempt to take on the waves of baddies, which is nice to see...**

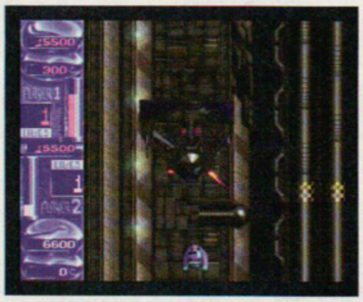
Not that it's easy to make a decent shoot-em-up these days. After games like *Stardust, Banshee,* and more recently, *XP8,* it's clear that Amiga shoot-em-ups have to be something special in order to do well – witness the rather dreadful *Powder,* reviewed last month and scoring a whopping 23%. If you're going to bother, you might as well do it properly.



Fortunately, on the surface, Vorlon appear to have avoided all of the usual pitfalls and have come up with something that at least looks like it has some potential.

For starters, it's a looker all right. The backgrounds are lovely and there's plenty of variety to the alien ships. The official storyline is something along the lines of you being some crack pilot who's strayed to the Dark Side of the law and are therefore banged up in chokey when a bunch of aliens, the Zarnaxians, come a callin'. Cue the royal pardon if you'll volunteer to go and take 'em on. Yes, you can make up whatever storyline you like and it won't matter a jot. These blighters come in all shapes and sizes and wiggle around the screen a lot.

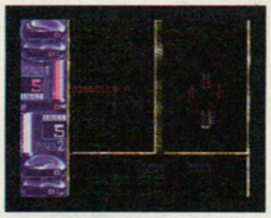
There's the familiar shop in which an impressive array of better weapons and ships are on offer but you don't get the chance to spend the money you collect from destroying certain enemy ships until you reach the end of each level.

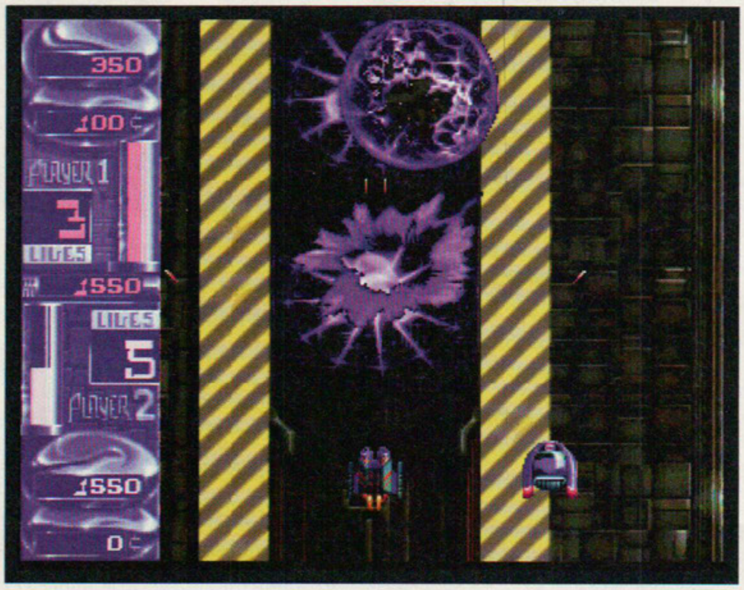


Meeting a Boss in One Player mode is scary but hang on in because the shop's coming up soon.

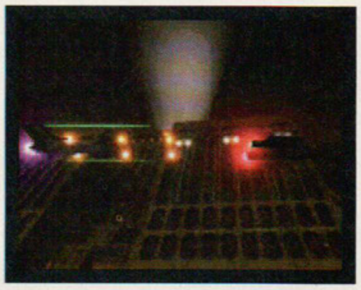
There's even a two player mode so you and a mate can attempt to take on the waves of baddies, which is nice to see, but the proof of any good game is in the gameplay. We'll be getting down to some serious blasting action next month so watch out for the full review then.

(Below) Player Two wishes he had enough money for the upgrade while (bottom) Player One gets the cash.



Naturally, it's much easier to beat the foe when there are more of you working together, like here.



An intro picture. Yesterday. I don't fancy the ship on the right's chances much. I could be wrong...

Samba World Cup 98

Samba World Cup 98 . . . . £19.99
Release Date: . . . . August
Publisher: . . . . . . Alive Mediasoft
Requires: . . . . 1Mb RAM



Highlight the matches you actually want to play in during the qualifying (and subsequent) rounds.

Coming just in time to miss out on the glorious tournament that was France '98 is a game loosely based on the great event.

I say loosely because, although all the major teams and players are there, this game's not sanctioned by FIFA so we're expecting the names to change. You can actually change 'em yourself though, so if you fancy, you can put yourself in the number seven shirt for England. I say all the major teams because the early version we've seen of the game only seems to have 24 teams and the second round starts with just 12 teams. Bear in mind this is an early version so I'm sure things will get sorted out.

One or two players can compete in this arcade game that offers a heavy slice of management too. As well as the World Cup, you can pick a team from one of the six top European leagues (Premiership, Serie A, Bundesliga, etc) and see how you fare managing them.

Staying with management for a second, there's the usual team and formation picking, as well as handling the club's finances through the team shop and sponsorship deals.

I suppose you'll want to actually play and you'll want to play in the World Cup Finals, and this is what *Samba World Cup* is really all about.

Here you view the action in a kind of forced 3D perspective; almost isometric but not quite. The player with the ball is highlighted with a red dot underneath him and, in a departure from the norm, you can allow your team to kick the ball around as much as they like and jump in when you feel like it by simply moving the joystick.

There you are, Michael Owen, up front. You've just made a blistering run from midfield and were just about to have a crack at goal when someone stuck their foot out and robbed you of the ball. Now the Argies are on the break. Here you can simply leave things alone until your players are in a favourable position and then you can jump back in and do it all again.

There's a full replay facility for you to save your golden goals (I don't yet know if the the Golden Goal rule applies in *Samba World Cup* because, after several tournaments, all of the matches I've been in have been resolved before full-time. Usually unfavourably).

There's plenty of sampled speech which, although spoken by a non-native Englishman, managed to convey a lot of emotion and passion through good inflection.

All the other usual goodies are there too: throw ins, free kicks and penalties, and it's refreshing to see the offside rule so well enforced.





With a good training schedule your team should do well. Training's only available in Season mode.

> "All the other usual goodies are there too: throw ins, free kicks and penalties, and it's refreshing to see the offside rule..."

Samba World Cup may well have missed the real thing (and the shape of the tournament and names of some of the players look distinctly like USA '94) but we'll be putting it through its paces on the training pitch in an upcoming issue of *Amiga Format*. Now if only Shearer hadn't elbowed that keeper, eh?







Fancy a foursome?

Or a sixsome for that matter. If group action's your thing then there's good news from Golden Image: a new four player adaptor. Plug it into the printer port and another two players can join in the fun (that makes four if you've already got someone in the joystick and mouse ports).

For a mere £7 (including a *Tetris* clone for six players – two on the keyboard as well) there's no excuse for not getting the most out of your multiplayer games. PD games like *Blitz Bombers*, *Megatron*, *Bratwurst* and others all work with the adaptor, so if you've been hankering for some group action, call Golden Image now on 0181 900 9291.



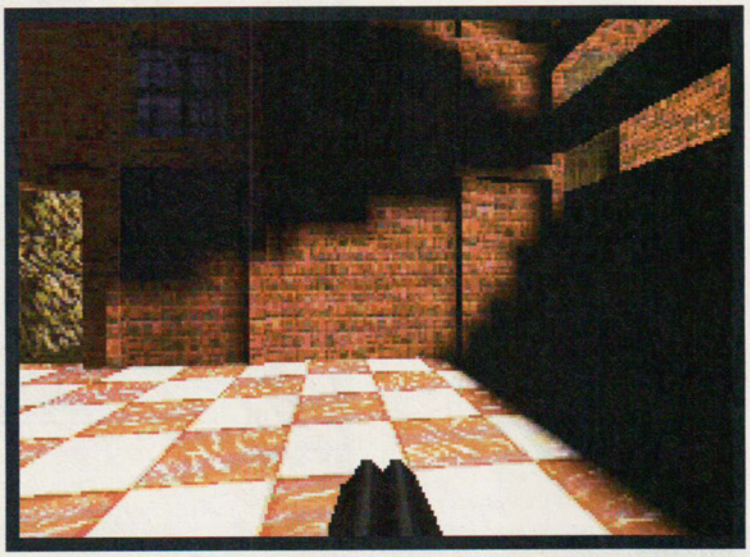
Quake: Resurrection

Andy Smith's eye for a bargain and his desire to blow chunks out of ogres leads him to Alive Mediasoft's compilation pack.

Although it's somewhat tedious, this next bit of information is going to have to be pointed out every time we review something *Quake*-based: you need a big mutha of a machine to get *Quake* and all its spin-offs to run satisfactorily.

You need loads of extra RAM, a decent graphics card and an accelerator board for starters, so if you haven't got all that, turn the page and hope there's some neat tricks you can employ from this month's GameBusters.

> **Malice adds a lot of extra gizmos and changes the atmosphere of the gameplay in fundamental ways.**



It's gorgeous. You could almost be there, couldn't you? And it looks even better when it's running.





Have they gone? Good, now the serious gamers who've already upgraded can get down to some Quakery. *Quake: Resurrection Pack* is the first of the major bundle packs that we're going to be seeing over the coming months. It offers the original Amiga version of *Quake* (and for those of you who don't know, the Amiga version's got everything the PC version had) as well as *Malice* and *Q!Zone*.

Quake we pretty much know everything about (and if you don't then you should turn the page and join those who left earlier) so there's not much that needs to be said here. *Malice*, however, is a different story. I reviewed this add-on just a couple of month's back (*AF112* 91%) but here's a refresher.





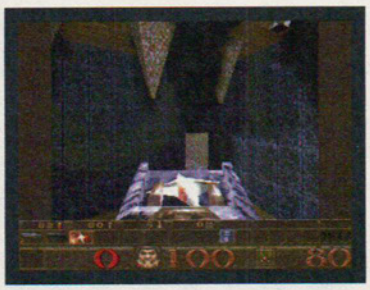


Sadly, Mission Pack 1 hasn't got the subtle lighting effects of the other games in this compilation, and it's not as nice as Mission Pack 2 either.



Malice takes the *Quake* engine and propels it into the 23rd Century, where you play the part of a mercenary. There are a whole bunch of new weapons to play around with, including the *Punisher* (lurve those forced plasma beams!) and the cute vertical-barrelled shotgun.

Malice adds a lot of extra gizmos and changes the atmosphere of the gameplay in fundamental ways. It's all well and good to be running around underwater in *Quake*, but in





On a mission

Another couple of things Alive Mediasoft are offering that are worth considering are the *Mission Packs*.

Mission Pack 1 gives you another 15 levels to work through, though this time in a linear fashion so you don't have the choice of which episode you'd like to start, leading you to a showdown with the game's final Boss (Armagon, apparently). There are a couple of new baddies to fight, including the rather nasty scorpion things which have double nailguns for pincers, plus a whole load of new weapons to play around with. You've also got the ability to summon up slave creatures which go around attacking any enemy monsters you happen to blunder into. Though this isn't entirely new, it is cool. There are a couple of new game effects that are worth pointing out too, including the falling rocks and boulders.

The graphics for *Mission Pack 1* are a little dodgy though. The game looks terribly washed out when you use its defaults and it can take some playing around with to get it looking halfway decent.

Mission Pack 2 is much better. Here everything looks much brighter and better. Again, you're taken through the game's 15 levels in a linear fashion (though the levels are split into two episodes) and there's a whole load of new weapons to play around with. These include multi-grenades and multi-rockets, which are fired as normal but then split up into multiple explosions.

On the down side, the new monsters you're facing also have access to these weapons so don't expect life to be easy. In fact, of all the *Quake* add-ons rounded up here, *Mission Pack 2* is the hardest and that's because it was designed to be like that. Even if you always play on Easy (ahem), then be prepared for plenty of saving!

As with all of these *Quake* extras, and Quake itself for that matter, you're missing out on a lot of fun if you're not able to get online and play against others. Sadly, this does mean the majority of Amiga users are going to miss out on a huge slice of the pie, but the nibbles the one-player levels offer are enough of a feast to keep you full up if *Quake*'s your particular dish, which it most definitely should be.

Quake: Mission Pack 1
SUPPLIER: Alive Mediasoft (01623 467579)
PRICE: £9.99
VERSIONS: AGA/GFX card
REQUIREMENTS: Quake. A Fast machine with FPU
RELEASE DATE: Out now.

OVERALL VERDICT:
Not the best pack on offer but it's still well worth adding to the lower end of your purchase list.

75%

Quake: Mission Pack 2
SUPPLIER: Alive Mediasoft (01623 467579)
PRICE: £9.99
VERSIONS: AGA/GFX card
REQUIREMENTS: Quake. A Fast machine with FPU
RELEASE DATE: Out now.

OVERALL VERDICT:
More of the same but well done and a bargain to boot. Not as good an add-on as Malice, but a little better nonetheless.

84%





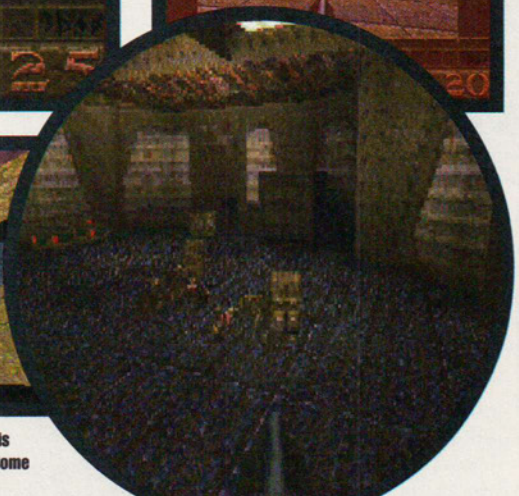




(Top) Mission Pack 1. (Above) Mission Pack 2. The difference is quite evident.







Never forget to look around as this is 3D gaming at its best. (Right) Some more grunts for the graveyard.

Malice you do the same thing in a mini-sub complete with torpedoes. There's also a parachute to stop you hurting yourself when you jump off really high ledges and there's a hover-board so you can do Michael J. Fox impressions.

However, there isn't any armour. Or Quad Damage. Or Pentagrams of Protection. *Malice* does away with all of that, which subtly changes all of the gameplay.

You've got to be cautious about getting into firefights and, although there are more health bonuses around, it's all too easy to die (not least because there's no automatic reloads in *Malice* – use your clip and you've got to hit a key to reload your gun). The whole playing experience of *Malice* is great and it's definitely one to get once you're ready for a new twist.

Q!Zone is more like the stuff we're used to. There are three new, linked episodes (consisting of a total of 15 levels) giving the player the chance to fight against new enemies (and lots of old favourites) with new weapons, but essentially it's just more of the same. Good, but more of the same nonetheless. Considering *Quake* and *Malice* alone would cost you in the region of £45, the £50 *Resurrection Pack* offers good value for money. If you're thinking of getting hold of *Quake* then it's got to be worth considering.

Quake: Resurrection
SUPPLIER: Alive Mediasoft (01623 467579)
PRICE: £50 Includes: Quake, Malice, Q!Zone
VERSIONS: AGA/GFX card
REQUIREMENTS: Fast machine with FPU and CD
RELEASE DATE: Out now.

GRAPHICS: ●●●●●
All look great and move with some zip. Malice and Q!Zone have their own ace little effects.

SOUND: ●●●●○
Scary, especially in Q!Zone. Keep reminding yourself 'It's only a game. It's only a game!'.

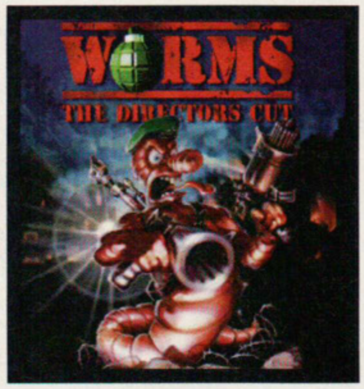
ADDICTION: ●●●●●
Love Quake, love this. They may be similar but they're all very different too.

PLAYABILITY: ●●●●○
Malice takes a little getting used to but Q!Zone throws you straight in at the deep end.

OVERALL VERDICT:
It offers the best value for money for someone toying with the idea of getting hold of Quake.

92%

Worms



The Director's Cut

Andy Smith plays with the little pink wrinkly things again and wonders why he's still enjoying it...



If you've got an airstrike available then use it. Nothing hurts more.

For a swan song, this is one of the best. Team 17 built themselves a well-deserved reputation on the Amiga over the years but even they couldn't afford to continue developing games for a market that was, in their eyes at least, dying. Their last ever Amiga game was designed to be the best version of their best game and so *Worms: The Director's Cut* was born.

> "It must never be forgotten that playing Worms is still a joy, though. Everyone should have it in their library..."



The brief to the game's programmer was simple enough: take *Worms* and put anything in it you fancy. Fair enough. So that's pretty much what happened. The basic game's the same but there are some improvements and additions, including a whole bunch of extra weapons, like concrete donkeys, homing pigeons and so on. Some of the game's pre-set landscapes have changed too, the most significant being the introduction of cavern levels where your worms are now all enclosed. This makes getting the correct trajectory for your shots very important.





There are half a dozen or so different landscapes to battle it out on, ranging from the cold of the arctic to the heat of Hell.

The introduction of the caverns leads to one of the worms' major ability changes: they can now move around the landscape by using ropes, swinging Tarzan-style from one place to another – if you can get the hang of them that is, because the ropes aren't easy to use.

Landscapes are also player-definable now, thanks to the landscape editor that comes with the game. Scribble away on a blank screen and watch as that screen is then turned into a landscape for you to battle on.

As for the battling part, there's a league in which two to four teams can compete, there's a knockout in which four to eight teams can fight each other and there's the usual one-off 'friendly'.

While *WTDC* now has everything but the kitchen sink, it hasn't moved on from the original in gameplay terms. This is going to please some and disappoint others. If you've got the original and just can't get enough of these li'l pink fellas then you're probably going to enjoy the extras. If you've got the original and are looking for something to radically alter things then you're not going to find it here.

The extras just don't add up to making this a worthy purchase if you've already got *Worms*. Sure, it's nice being able to create your own landscapes but even the fun in that wears thin very quickly.



Using the game's built-in graffiti mode, you can write things and have them turned into landscapes for you to fight on. Neat, eh?



Look! See? I really do love Genetic Species after all! It's just that, well, look at the Mailbag page...

It must never be forgotten that playing *Worms* is still a joy, though. Everyone should have it in their library and if you haven't, *WTDC* is definitely the best version to get your hands on. When *Worms 2* arrived on the PC it hadn't really moved on a great deal, so even if someone does decide to bring that out on the Amiga it's unlikely to become as popular as the first game, of which this is the best version.

Buy it and enjoy it if you haven't before, but don't go near it if you've already got the first incarnation.

PUBLISHER: Guildhall Leisure (01302 890000)
PRICE: £12.99
VERSIONS: A1200
REQUIREMENTS: AGA machine
RELEASE DATE: Out now

GRAPHICS: ●●●●○
Very nicely detailed and varied.

SOUND: ●●○○○
Never one of it's strong points and it still isn't. Horribly squeaky, in fact.

ADDICTION: ●●●●○
The game's best point. Get a couple of bouts under your belt and you're lost.

PLAYABILITY: ●●●○○
Using weapons and Tarzan ropes takes quite a bit of practice.

OVERALL VERDICT:
Worms is, of course, an excellent game and this is the best incarnation of it. A classic that you'll play again and again and again.

90%

Mutation Gold

Missed all those earlier Mutation games? Now you can get 'em all at once. Andy Smith has a look at their compilation CD...

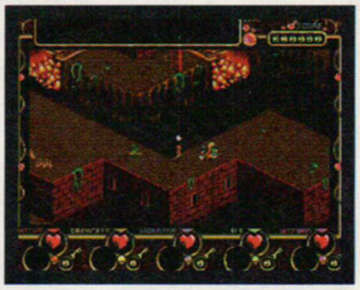
Mutation have been around a lot longer than you might think. Their first game, *Doodlebug,* came out under the Core Design banner at the back end of '92. Those of you who missed the game first time round now have the chance to make amends as Mutation have gathered all of their previous Amiga games together on one CD.

Not that you'll be able to actually play *Doodlebug* unless you've got a CD32 joypad. Oh, and if you unpack the original DMS floppy version so you can play with a joystick you'll find it's not AGA compatible so you'll have to disable all AGA features to play it.

The same goes for the *Cyberpunks* game too (though that is AGA compatible). Sounds like a lot of hard work but those are probably the best two games on the disk.

Doodlebug's a *Zool/Robocod*-type platformer that's all well and good and has been done a thousand times before. It's entertaining if you like your platformers fast but it's hardly earth-shattering.

Cyberpunks is a curious little game that looks slightly like *Chaos Engine* but with cartoony Japanese-style characters. You control three chaps who follow each other around alien landscapes, shooting all the nasties they come across. It's a giggle but again, it's not the greatest thing since Beckham's free kick.





Adventuring around the place in Castle Kingdoms. Mind the blobs, they bite yer legs.

Then we have three of Mutation's latest efforts, published by themselves over the last year or so. *Tin Toy*'s another platformer that fails to set the world alight but manages to deliver a modicum of enjoyment and is the best of the collection. *Tommy Gun*'s a rather dreadful shoot-em-up where you take control of a tomato and shoot things around the screen. Oh boy, of all of the games this one's the real turkey. Finally there's *Castle Kingdoms,* an isometric 3D adventure game that has you controlling a bunch of heroes, running around a series of castles, fighting baddies and collecting gems.

Castle Kingdom's not an awful game but it doesn't manage to get you very excited and it's unlikely to be at the top of your 'must play' list.





Doodlebug doing his doodly best (top and above). It's fast but hardly very original.

As an entity, the compilation isn't too bad. *Tommy Gun*'s the only real turkey on the CD and though the rest of the games range from mediocre to ho-hum, they should all provide a smidgen of fun.

> "Tin Toy's another platformer that fails to set the world alight but manages to deliver a modicum of enjoyment..."

So, you've got five games (well, three easily available if you haven't got a CD32 pad) for your money but, with the possible exception of *Tin Toy*, none of them are going to thrill you for very long.





The cartoony Cyberpunks come face to side with a cartoony alien. Just like the ones out of, er, Alien.



Tin Toy's the best of the bunch and managed a healthy 79% when it was first reviewed in Amiga Format.







The rather dreadful Tommy Gun, where you have to rescue captured tomato chums from evil carrots.

PUBLISHER: Mutation (01705 672616)
PRICE: £19.99
VERSIONS: A1200
REQUIREMENTS: CD-ROM, CD32 Pad.
RELEASE DATE: Out now

GRAPHICS: ●●●○○
None of the games are real lookers. More a girl next door than a supermodel.

SOUND: ●●●○○
Not a lot happening in any of the games. Let's say more a karaoke than a Carreras.

ADDICTION: ●●●○○
None of the games will fire you up and one you'll be happy not to play again.

PLAYABILITY: ●●●○○
Cyberpunks takes a while to get used to.

OVERALL VERDICT:
Five average games for the price of one is better value for money but it's still not the best way to spend £20.

68%

Foundation: Rebuilt

Keen to keep you right up to date, Andy Smith gets all the latest Foundation updates.

AFCD30:-ScreenPlay-/Commercial/





There's an all-dancing, all-singing, all-fishing new fishery. You won't see these on a lava world now.

Paul Burkey's good, but not brilliant, *Foundation* (*AF113*, 79%) has a rather good USP (that's Unique Selling Point in marketing speak). The game, although released, is still being worked on and updated. Suppose you bought the game recently – what tweaks and additions can you now expect?

> **The Fishery has been removed from scenarios that are set in a lava world and they work slightly better too. Sensible.**





First up are the bug fixes. The latest updates cure such niggling bugs as the Average Age calculation for your population, which was totally wrong before. The Best and Worst panel now shows the correct value for peasants and the food icons in the buildings are now correctly lit and unlit. All of these are fairly innocuous but it's nice to see them fixed.

More worryingly, at the time of going to press, Paul's latest info files inform us that he's fixed 'some problems with the AGA version'. Good, but whether they work or improve the game is anybody's guess. We'll have to assume that they do, though.

Some more noticeable improvements are the easy 'shift and S' or 'shift and L' commands to enable you to instantly save and load your position to the game save drawer. Nice. Thanks. The Fishery has been removed from scenarios that are set in a lava world and they work slightly better too. Sensible. There's also now an option to turn off the digitised mugshots in the preferences file (rather than having to choose whether to install them or not on the installation preferences page) which is good because most aren't worth the disk accessing time.



Less noticeable to a games person like me, but equally important (NIck assures me), are the improvements in the game code itself. Some important 'low chip RAM code' has been added, which stops the chip RAM dropping below 300K when possible. There's been some optimisation on the code to make exe's smaller and faster and the panel update code has been improved to make the game a lot smoother with big settlements.

The computer's AI has allegedly been improved to make the game more fun, although not necessarily harder, but sadly this one was lost on me. Your stupid knights still seem pretty stupid to me but I'm willing to concede that they might not let the enemy steal quite as much of your gold as they used to.





Three angels make their way up to Heaven. Battles in Foundation are still limited to one player only.





Back to AGA mode where some of the bugs have been fixed and the gameplay improved.

This could be because some of the improvements I've mentioned above were in the version I reviewed (v1.0) so it's forgivable that I didn't notice any great leaps forward in the updated version that this review is concentrated on (v1.13). All updated versions of *Foundation* contain all of the earlier updates, so you know you're getting everything when you get an updated version of the game.

What you're not getting on any of the updated versions to date is the option to play against someone else. The split-screen multiplayer option is yet to be implemented. As soon as Sadeness let us know when it has been added, we'll pass it on to you.

In the meantime, all the updates can be obtained from the *Foundation* Support Web Page (www.sadeness.demon.co.uk). The game is available from Weird Science (0116 246 3800) for £29.99.

ON THIS MONTH'S CD
AFCD30:-ReaderStuff-/-ReaderGames-

Pull up a chair and join us at the dining table of home-grown Amiga gaming talent for the feast that is, of course, the...

Reader Games

Everyone enjoys a feast and having tasted the hors d'oeuvres that was the World Cup, it's time to get down to some serious game digesting. New readers can start anywhere they like as we pick the succulent morsels from the table of Amiga gaming and sample what the best of *Amiga Format*'s games' chefs have prepared. We go over now to the blue kitchen...

Which is really just a fancy way of saying welcome to this month's Reader Games. Every month we invite our readers to spend countless hours locked in their bedrooms with a mountain of hard-going and extremely heavy programming textbooks and a continuous supply of caffeine to define the way forward for Amiga gaming.

As you'd probably imagine, a lot of the games fall a long way short of being, well, playable even, but every now and then someone comes up with a dish that's fit for a king. The purpose of this section of the magazine is not to laugh and ridicule our reader's attempts at games creating, though we're tempted at times, it's merely to offer some help, advice and encouragement.

Some of the world's greatest game designers started on the Amiga and we're hoping to keep that going. To that end, every month we offer a luvverly £50 to the author of the month's best game.

You know what makes a good game, you know you don't have to be a Renoir or a Mozart and you know that thousands of other *Amiga Format* readers will get to play your game when we put it on our cover CD, so why not stock up on the Nescafé, pull the curtains and get coding – you never know, you could even win that £50 for your efforts.

If it's inspiration you're looking for then have a look through this month's menu...

£50 AF Winner!

JUST PASSING TIME



The air hockey game, Glider. Watch out for the little green worm – every time your puck hits him it comes back at a high rate of knots.

Showing us that you don't have to dress things up too much to create a winning game is this month's prize-winning effort from Steve Bailey.

There are two games to play around with here: *Glider* and *Chute to Kill*. *Glider*'s a game based on those old air hockey tables you used to see in seaside arcades about 15 years ago. You've got a small paddle at your end of the table and the computer's got another at his end. The idea is to knock a flat disc (puck) between each other and hope the other player misses, thus scoring a goal. Your paddle's moved from side to side (sadly you can't push it forward to gain any extra energy) and the speed of the puck gradually increases.

As well as the speed of the puck beating you there's also a worm that pokes its head up through the table at random, causing the puck to reverse direction immediately. Simple, mindless fun that's well done and is entertaining. For about three minutes.

Then there's *Chute to Kill*. Here two players are plummeting to the ground with only the one parachute between them. The idea's to grab the 'chute from the other player so that you land safely and the other player hits the tarmac at full pelt. Grabbing the 'chute on the way down's easy enough as it's just a simple game of tag, but keeping hold of it is a different matter as you have to manoeuvre all around the screen while avoiding the random birds that come flying in.



There's no indication of how close the ground is so there's none of this waiting until the last few hundred feet before making a dash for the 'chute – you've got to try to hold on to the thing for the duration of the fall.

***Chute to Kill*'s great fun in two player mode and even the one player mode should give you a bit of a laugh for a short time. It's terribly simple, it's well done and it's the best of this month's bunch.**



Fail to grab the parachute from your mate and before you know it you're going to make a impression. Such is Chute to Kill.

AUTHOR: Steve Bailey
LANGUAGE: Amos Pro
VERDICT: Take a couple of simple games and do 'em well and you too could be walking off with the month's £50 prize.

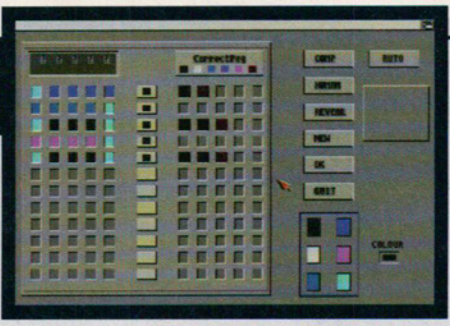
READER WARRANT

When you're sending in your submissions make sure you also give us:
1. An address where you can be contacted.
2. Details of the language used to create the game.
3. A recent photo of yourself.
The address to send your stuff into is:
Reader Games • Amiga Format 30 Monmouth St. • Bath • BA1 2BW
Everything included on the *AFCD* must have a reader warrant with it. Just cut it out off this page, sign it and send it in to us with your game and a recent photograph of yourself. A last reminder: if you don't include this warrant we simply won't be able to put your game on the CD – that means you won't be able to have it judged by other readers.

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CORRECT PEG



The last thing you want to do with a game is make it look like something you should be using in the office. It works fine but it looks so drab.

Ahh, it's always a pleasure and never a chore to receive a *Mastermind* clone here at Reader Games (*Mastermind* the coloured peg board game, not the TV show) and that holds true for Alun's *Correct Peg* game.

Those of you too young to remember the original, the game's all about picking some coloured pegs, hiding them at the top of the board and then inviting someone else to guess which pegs you've picked by choosing their own pegs and placing them in a row on the board. For every correct peg guessed and placed in the right position on the row a black peg is awarded. For every correct peg guessed but placed in the wrong position, a white peg is awarded. Your invited guest then has to figure out, through subsequent guesses and by analysing the number of black and white pegs he's been awarded, which pegs are the right colour and in the right place and which ones are completely wrong. Believe me, it wasted many a wet summer holiday afternoon and was the source of many fights with siblings up and down the country.

Back to Alun's effort. Admittedly the game's very simple and basic anyway but Alun's managed to reduce it to the point of minimalism. A couple of simple boxes, some text and square pegs are just about what you get for your money (not that it costs you anything, you understand). Keeping things simple is fine, and though graphics and sound are relatively unimportant when compared to gameplay, presentation that makes the game easier and more enjoyable to play is.

Picking colours for your peg is laborious as you have to click on the peg box, move across to the board, place the peg, then go back to the box and so on. Surely using numbers would have been easier? Number one for black, two for red and so on?

The game plays fine Alun, but this is a classic case of why careful screen layout and presentation can make the playing experience a whole lot more fun.

AUTHOR: Alun Coleman
LANGUAGE: Hi-Soft Basic
VERDICT: A simple game that's been too simply presented. It plays just as it should but it's so ugly and staid it could have been written by the Inland Revenue.

AMOS GAMES VOL2.

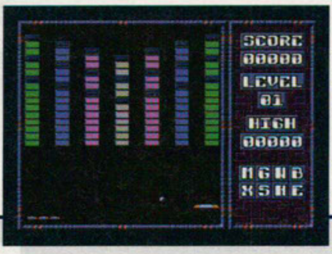


Compilation disks are always welcome here at Reader Games, simply because they have so much more to offer. Although most of the games you find on disks like this are old coin-op fave's like *PacMan, Defender* and *Asteroids,* there's usually something original hidden away to capture the attention.

Except there isn't on this disk, which is, sorry Andy, average PD-quality stuff at best. All the old faves are there: *Gobbler,* which is about as basic a version of *PacMan* as you can get, except it's painfully slow. *Amos Darts,* 'nuff said. *Tower Of Hanoi,* which is that shifting the pile of blocks from one place to another in as few a moves as possible without putting a big block on top of a little one game. Again, it's about as basic as you could get with a rather annoying 'ping' every time you select a block.

There's *Smash Out*, a *Breakout* clone only worse, and a funny little platform-type game called *Pyramid Warp* amongst others, but none of them are in any way, shape or form outstanding. I'm not going to knock Andy's use of *Amos* here because they're all well put together and suffer from no noticeable glitches. Sadly though, they don't have anything else to offer. It's all very well sticking a collection of clones together but what on earth's the point? Everyone who owns an Amiga must have at least a dozen better versions of *PacMan* or whatever and if they don't then it's only going to cost them a stamp to get hold of as many copies as they could eat. There's a lot more work needed here, Andy.

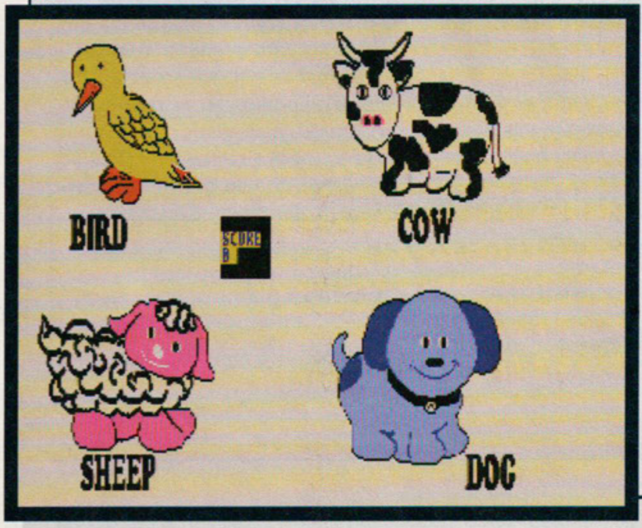




The rather strange Pyramid Warp (far left) along with the not very brilliant Smash Out (left). An average collection of games.

AUTHOR: Andy Platts
LANGUAGE: Amos
VERDICT: An unwanted collection of some arcade clones. They aren't even the best of their specific genres either. Lacks any imaginative input.

AT THE FARM



This one's not strictly a game but it's worth including because it suffers from a few basic problems that everyone should be aware of when making their own games.

This is obviously an edutainment programme for kids. You've got four animals displayed around the screen: a bird, a cow, a sheep and a dog. The computer instructs you to find an animal at random. You move your mouse pointer over the correct animal and click to be treated to a short blast of triumphant music, and your score increases by one.

The first problem here is that there are only four animals and they all stay in the same place. It doesn't take long to learn where they are but if you're trying to teach a child to recognise an animal from a name then you have to make sure they're not just learning a position. Secondly, the animals look wrong. The sheep is pink and the dog is blue. Sure, you can have cartoony graphics, but this is just plain wrong.

Almost finally, don't have the word 'Bird' on-screen and then tell your little charges to "Find the Birdie". It's a bird, not a birdie. Really finally, make that speech as clear as possible. Although it's not bad, the speech in *At the Farm* could be a lot better.

Just four animals is not enough to make At the Farm an entertaining edutainment title. Some animation would have gone a long way to giving the game a lift as well.

AUTHOR: Mark Sudlow
LANGUAGE: Unknown
VERDICT: Far too simple to keep even the youngest child entertained for long. Animation, better speech and more animals would all help.

GameBusters

Getting Quake to run faster

Gareth Murfin brings Quake up to speed on your Amiga, while it's Flashback time for Andy Smith as he guides you through the excellent platform puzzler.







Here's the first part of a technical guide for *Quake*. It is slightly more advanced than the usual Gamebusters guides, so if you're an absolute beginner, you may want to take things quite slowly.

As you know, *Quake* features the most advanced 3D engine in the world and it will push your hardware to its limit. This is what you've all been waiting for as it justifies the huge amount of cash you've spent on that 68060 board and graphics card.

However, most people don't have such fast processors and the majority are still using the painfully slow AGA chipset. This means any speed increase you can get is important, and that's what part one of this guide is about.

Firstly, unless you have an '030/50 or above, I suggest you seriously consider upgrading as you can't expect to run the top games if you're still using old, slow technology. In fact, most users will find themselves needing to upgrade at least one part of their set up to get *Quake* running at a faster speed, although there are some tricks that can speed up *Quake* considerably, without requiring you to spend extra cash on new hardware. These will require a basic level of understanding of the Amiga operating system and AmigaDOS.

> **First up is an '060 processor. Without one of these you can't really expect Quake to compete with even a low end Pentium.**



Get the best detail and fastest speeds that are possible for Quake on your Amiga by following our excellent guide.

Processor power

The most obvious thing is to make sure your processor is reaching its full potential. This can vary, depending on which processor you have, but as a general rule all the caches must be on.

This can make a big difference to a chip like the '060 which relies heavily on caches to get the bulk of its speed increase. To turn on the caches go to a Shell and type 'CPU CACHE'.

If you have an Apollo '060 you should try 'Cpu60 B' and for a Blizzard '060 try 'CPU060'. Also, if you're using an '030, make sure you have Inst Burst on but Data Burst off as Data Burst can slow things down. This will turn on all your caches, making your Processor run at its fastest.

The next thing is to reduce the loading time of *Quake* from your hard drive. Constant loading from the hard drive slows *Quake* down a lot and makes menus and demos take forever to load. To do this you must add 'buffers' to your partition. This will use some of your RAM to buffer the HD and help it to load things faster.

You must have at least 16Mb of RAM before you can run *Quake* and use buffers. In a Shell, type 'Addbuffers HD0: 3000' (where HD0: is the name of the partition where *Quake* is installed. For example, if it's in Games:3D/Quake/ then you must type 'Addbuffers Games: 3000'). Don't worry if your fast RAM decreases as it's for a good cause.

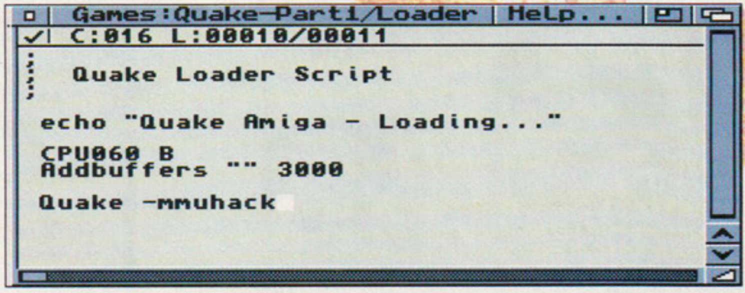
Finally, you must make sure you have the *Quake* CLI parameters correctly set for your system. For instance, if you have an MMU then you can use the -mmuhack parameter which will use your MMU to give you a slight speed increase with loading and handling memory.

The -mmuhack parameter can cause crashes on some accelerators, notably Apollo's, so if you experience weird crashes then don't use this.

Also, if you have very little memory, use the -minmemory parameter to use as little memory as possible. The -safe parameter can also be used to switch off any extras (networking, CD, sound, etc) to ensure you get your maximum speed.

Scripts

The best way to set all this up is to make an *IconX* script. This is a simple text file with a series of DOS commands in it. The script will do everything for you automatically once you have made it. Here's an example of a typical script to load


Games:Quake-Part1/Loader | Help...
C:016 L:00010/00011

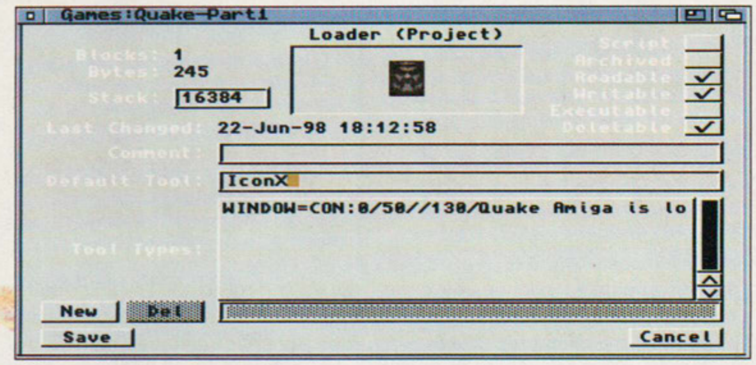
```
; Quake Loader Script

echo "Quake Amiga - Loading..."

CPU060 B
Addbuffers "" 3000

Quake -mmuhack
```

Addbuffers "" 3000 adds buffers to the current partition.



Make sure you set up the icon properly.

Quake. To make it you will need to use a text editor such as *GoldED* or *Blacks Editor*. If you have neither of these then you can use the one built into Workbench. To do this, type in a Shell 'c:ed file'. Once you have made the text file you must save it in the *Quake* program directory as 'Loader'.

Now you must attach an icon to the script, so either make an icon in *IconEdit* (in Sys:tools/) or use one of the ready made icons which come on the *Quake* CD-ROM. Make sure you save the icon type as 'project'.

Now you should have the script and its icon in your *Quake* directory, so all that remains to do is set the default tool to '*IconX*'. You do this by clicking once on the icon and going to 'Information' in the Icons menu in Workbench. You may also want to add a tooltype to set the size and title of the script window. To do this, click 'new' and type:

```
WINDOW=CON:0/50//130/Quake
Amiga is loading.../CLOSE/AUTO
```

Now check the 'Stack' to make sure it is at least 16500, otherwise *Quake* might not function properly.

Once *Quake* has loaded you can further increase the frame rate by changing the resolutions and render routines. The fastest resolution is NTSC: Low Res (320x200) and the fastest render routine is 2x2.

If you don't have the option of NTSC then you will need to drag Sys:Storage/Monitors/NTSC into Sys:Devs/Monitors and then reboot. The render routines speed things up at the cost of reducing the quality of the graphics, so you may want to try them all out to find a nice balance between graphics and speed.

Sight and sound

You can also reduce the screen size: the smaller the screen, the faster the frame rate. I would recommend 100% screen size because any more and you'll lose the menus. The smallest I'd recommend is 50% as any less and the game isn't worth playing.

Now you need to configure the sound so that it uses as little memory and CPU time as possible. Go to sound mode, select 'Quake Custom 8 Bit sound player' and reduce the frequency to 11025 or lower.

Now you must set up the control method to be as fast as possible, so select 'always run' from the Options menu and change the mouse sensitivity to at least 15 in the 'Customise controls' section.

Hardware

Quake should now be running at its maximum speed on your current set up, so let's look at what hardware you should get to speed things up even further. First up is an '060 processor. Without one of these you can't really expect *Quake* to compete with even a low end Pentium.

Next up is a graphics card. AGA is a great chip set but it is over 5 years old now, and compared to the latest graphics cards on the PC it's pretty slow. If you install a graphics card it will make a significant difference to the speed at which *Quake* runs. Add some extra RAM too and *Quake* will move at a very impressive frame rate.

If you've done all this and you still want more speed, you could try overclocking your '060. However, this is not recommended as it could damage your CPU, although '060's have been known to function safely at 66MHz by simply replacing the 50MHz crystal with a 66MHz one. I wouldn't even contemplate it unless you have a Blizzard and your '060 is one of the newer revisions (it will have an 'A' on the chip).

Alternatively, you could buy a PPC board and wait for *PPC Quake* from ClickBoom. I'm sure with the imminent arrival of the PPC graphics card we can expect frame rates in excess of 30 fps!

That's it for this month, but join me next month for a comprehensive guide to customising *Quake* using its highly programmable 'console'.

continued overleaf ➡



The best quality graphics but it's pretty sluggish.



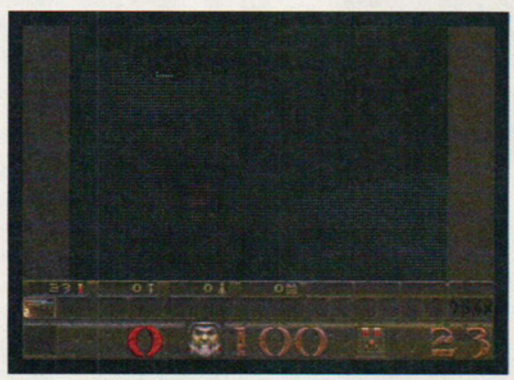
A bit blocky, but nice and fast.



Terrible graphics at high speeds.



Fast but awkward.



Very fast but you can't see much!

Helping Hands

BENEATH A STEEL SKY

Dear Helping Hands,

I'm completely stuck in Beneath a Steel Sky. I've used the red card to access the LINC interface and when I want to pick up the tuning fork, the eye gets me. Blinding it makes no difference. I've also used Anita's card in the interface and still can't get the tuning fork. Can you help?

Mai Ling Ho, Walsall

Easy, me old mucker. To get the tuning fork you've first got to blind the eye and then go through the computer as quickly as you can. Exit the room and blind the second eye, exit centre and then centre again. Exit right and select playback from the inventory to use on the well.



"Ladies and gentlemen, I shall raise the platform with a push of this button..."

VALHALLA 3

Dear Helping Hands,

I'm stuck at the beginning of level three on Vulcan's Valhalla and the Fortress of Eve. I've got the axe but don't know what to do next. Can you tell me, please?

Damian Flynn, Colchester

Easy Damian. You've got to know the ditty about Lizzie Borden taking an axe and giving her mother 40 whacks (or was it her dad?). Anyway, put the axe on the shrine to Lizzy Borden, take the note and read it (it's the nursery rhyme Ring O' Ring O' Roses). Put this on the altar next to Aunt Maud and take the tablet with the end of the proverb '...run deep' inscribed on it. Then... ahh, but that would be telling...



Know your little ditties and progress in Valhalla 3 is a whole lot easier.

Flashback

Welcome to our guide to this wonderful graphic adventure that's just been re-released. Part two to follow next month...

SECTION ONE

Collect and activate the holocube, draw your gun and go up and right. Take out the first robot. Run across the top platform past the second robot and shoot the mutant. Climb down, take a running jump right and turn and draw your gun to get the door to open. The mutant will blast the third robot or you can duck and blast him yourself.

Recharge your cell and shield and use the cell at the bridge. Cross and lower the lift with the stone. Collect the teleporter and exchange it for the ID card with the man you come across if you take the ledge above the recharge unit.

Back at the teleporter, take the second lift. Kill the two mutants to the right, walk right, use the switch, jump the beam, cross the bridge, throw the stone to get the mutant to kill the guard and collect the key and credit card. Use the key in the first lock back over the bridge and the ID card in the security lock. Distract the two mutants below you with another stone, roll yourself under the security device and pay the old man for the anti-grav belt.





Flashback. Ben's still getting these and he left India years ago! At least he's getting a lot further in them nowadays, though.



KARGON



Press P to pause the game and type one of the following:

MORTALSAREOUT
This will give you invincibility.

MRMAGIC
This will give you infinite magic power.

TAXIDRIVER
Just try this one out and see for yourself!





Remember the lovely Cathy? Well, beware the demon drink...



SECTION TWO
PASSWORD BURN

Listen to what your friend has to say. Talk to him again to receive the force field. Jump the gap to the right, kill the mutant and use the fuse to mend the lift. Catch the tube and alight at America. Take the lifts up, talk to the barman, locate Jack and head for the job centre in Europa.

A work permit is required so collect one from the City Hall and return to take on the four jobs.

JOB ONE
Prepare for a jet-packing baddie at the top of the second lift outside the Travel Agent.

JOB TWO
Restricted Zone Two can be approached without threat. Step over the mine on the third screen and swing over the edge of the platform (don't just fall) and guide the VIP to the lift. Watch out for a second mutant as you continue left for two screens. Climb the left platform and fire at the first security bee until it explodes. Activate the second, run to the left corner and fire. Pick up the key and bring in the VIP.

JOB THREE
Show the man the photo and go to Restricted Zone One (as advised). There's a mutant waiting for you. Use the key and climb down. Select the forcefield, draw your gun, run into the next room and blast the hell out of the Cyborg.

JOB FOUR
You'll need to practise in order to reach the end in time. There's no need to remove the faulty card – just insert the new one three paces to the right of the first terminal (that'll help you, Peter Jackson of Portsmouth).

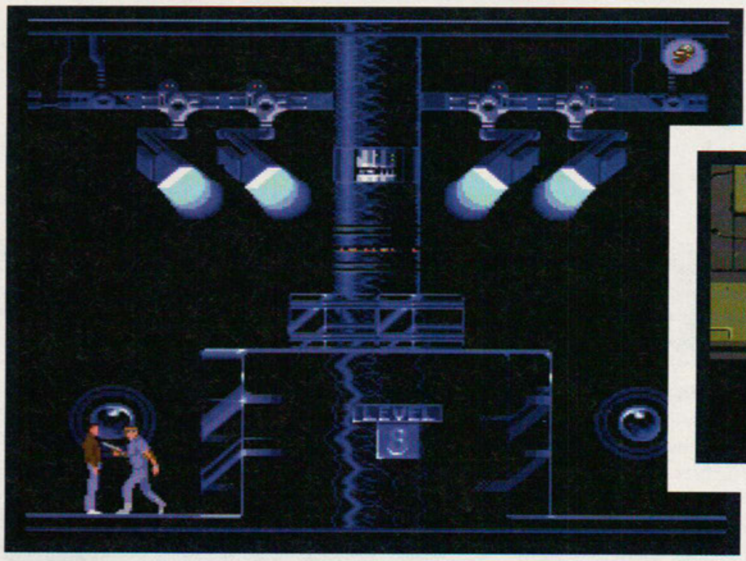
SECTION THREE
PASSWORD EGGS

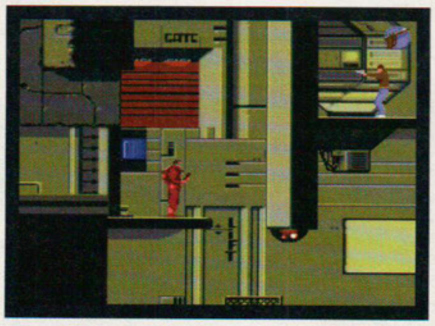
Look out for the security bees to the first, second and third and fourth screens to the left and right respectively. Take the lift up, activate the switch to the right and step over. Go back into the floor switch, duck, then grab upwards between blasts.

Jump the trapdoors three screens to the left and take out the guard. Draw your gun before rolling a level up. Step onto the switch and duck.

Run over the drop, lower yourself, roll under the second falling mine, take a running jump onto the next screen, roll through the second and third land mines and re-charge.

At the bottom right of the third level, let the guards come to you. Use the forcefield on the second and shoot the guard on the first. AF





'Hold it right there, Santa.' Don Johnson (out of Miami Vice) knew the be-cloaked bringer of presents was secretly working for Mr. Big.

TOMMY GUN

Press P to pause the game and then press and hold down G, U and N. The screen should flash, indicating infinite everything. Pressing F1 through to F5 will now jump to the corresponding level and F6 will show you the end sequence.



It's Supermarket Strafe! Mind you, those shelves aren't exactly overstocked, are they? You wouldn't need more than a minute to clear those.

Helping Hands

UNIVERSE

Dear Helping Hands,

I've been stuck on Core's Universe for ages. What do I do when I reach the crawler on Ankarlon 5 and what do I do when I get to the shrine on Daarlov-Korv?

Mehmet Veli, Enfield

OK Mehmet. When you get to Ankarlon 5, descend to the planet and select quadrant. Choose the NW part and then go west. Pull the junk to the left of the screen to get the straight metal bar. Combine both parts of the starchart and then combine the starchart with the straight metal bar.

Go east, jump into the car and fly to the Mekanthallor galaxy, then to Daarlov-Korv. Land on the SE part of the planet and go east and then east again. Insert the starchart and spindle into recess and you'll get teleported to some weird place. Go east and pick up the rock.

Look at the plaque and it will show you some kind of diagram with six stones. You have to run through all of these stones (each one disables a laser beam) ending at the one in the entrance to this room. Standing on it, quickly throw a rock at the power gem. Pick up the gem and run to the exit.

In the next room, jump over the hole and run to the teleport. Go west, then west again and jump into the car. Fly to Ankarlon 5 and land on the NW part and go west. Look at the various places on the giant ship until you find a terminal.

Insert the metal bar into the terminal and use the power gem on the terminal.

SEND US YOUR TIPS!

If you've got some hints, cheats, tips or general good advice on any Amiga games – especially some of the newer ones like Uropa2, Quake or whatever, then don't keep them to yourself – send them in so we can pass 'em on to other gamers out there who might be having more problems than you.

Also, if you've got a query about a game (and no, I don't really mind people asking about The Secret of Monkey Island), then drop us a line and we might be able to answer it in Helping Hands.

HELPING HANDS • Amiga Format
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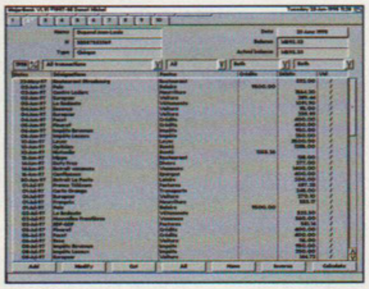
PD Select

The sun is out, the sky is blue, there's not a cloud to spoil the view… but for Dave Cusick, the latest PD and Shareware releases must take precedence.

Majorbank

BY: Donat Michel
WARE: Share
PD LIBRARY: OnLine PD
NUMBER OF DISKS: One
PRICE: 70p + 75p P&P

Keeping track of your personal finances isn't always the easiest of tasks. If you're anything like me then the chances are you only have an approximate idea of how much money is in your current account at any one time, what with salaries being paid directly into it and all manner of Direct Debits, cheques and debit card transactions waiting to clear. At least in the good old days of cash you knew more or less where you were up to.



Another home banking program to show you where all your money's going.

Since PD and Shareware programs are often initially created to address the needs of their authors, it's no surprise that a great many home accounting packages have appeared over the years. As I've said before in these pages, the vast majority are almost identical, with a reasonable but unexceptional selection of features almost invariably hiding behind a gruesome Amos custom interface.

Majorbank, on the other hand, turns to *ClassAct* for its gruesome custom interface. Actually, that's being a bit harsh because although I've seen more elegant front ends in my time (oo-er), I've definitely seen worse as well. Programs using *ClassAct* never seem to look as pleasing to the eye as those which use MUI. Still, there we go.

In terms of features, *Majorbank* is a cut above your average Shareware accounts package too. A selection of graphs can be generated in mere moments at the click of a couple of buttons; ten accounts can be managed

BRUTAL HOMICIDE v1.971

To be honest, I've never been one for brutally murdering people myself. Even if I didn't have any respect for other people's lives, I very much doubt that I'd actually have the courage to violently massacre innocent victims with an electric chainsaw or some equally nasty piece of everyday hardware, let alone plunge a common-or-garden kitchen knife deep into their hearts.

Thankfully, most people seem to feel similarly about such things, but that doesn't mean to say that we don't all enjoy a good computerised gore-fest every once in a while. After all, it's a bit of a stress-reliever, isn't it? At the end of a hard day, it can be tremendously satisfying to wander around an electronic maze, gunning down hapless computerised zombies or perhaps even avatars representing your best mates or online acquaintances. You only need to look at the phenomenal success of games like *Doom* to appreciate that there's a great demand for products that enable you to dispense violent death.

While *Brutal Homicide* isn't exactly on a par with *Doom, Quake* and their numerous clones in terms of providing heart-pounding action, and while its simplistic two-dimensional graphics are a far cry from the first-person 3D of flashier, more high-profile offerings, it is nevertheless an absorbing game.

Essentially, two players hunt each other down in a scrolling maze, collecting weaponry and tools along the way so that they can dispense with their opponent more easily when they eventually meet.

In one form or another, *Brutal Homicide* has been around for a long time now; I remember first playing it at a friend's house at least four or five years ago. Although it is now showing its age a little in terms of graphics and sound, it has lost none of its addictiveness or playability. This latest release includes killer robots that patrol the randomly generated mazes, new types of weaponry, an improved shop section through which you can buy better equipment and more besides. If your machine isn't quite up to *Quake* and you've got a like-minded companion to hand, you could do a lot worse than giving *Brutal Homicide* a whirl.



Guns, homicide, brutality. The best way to shoot people and not get arrested for it – excellent…





BY: Pontus Lundwall and Willis Lauskis
WARE: Share
PD LIBRARY: OnLine PD
NUMBER OF DISKS: One
PRICE: 75p + 75p P&P

Selection of the month

GALAXIANS

Thanks to the wonders of magazine deadlines, I'm writing this review on the third day of the World Cup, just moments before Bulgaria take on Paraguay in the first game in the group of death. By the time you read this, the dust will have well and truly settled on the largest football tournament ever to have taken place, and you'll know whether Brazil managed to successfully defend their title as World Champions or whether Argentina, France or perhaps even Italy or Holland managed to wrest it from their grasp.

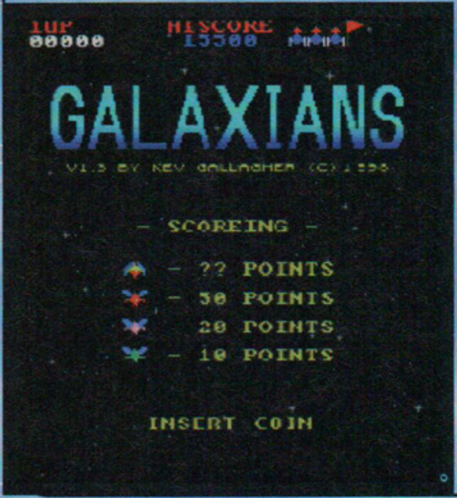
You'll also know whether striker Kevin Gallagher and his mates in the Scottish camp managed to progress beyond the group stage. Here's hoping they do manage it, as their valiant performance against the champions two days ago proved that they're more than capable of competing with some of the best teams in the world. *(Erm, but not Morocco, sadly – Ed.)*

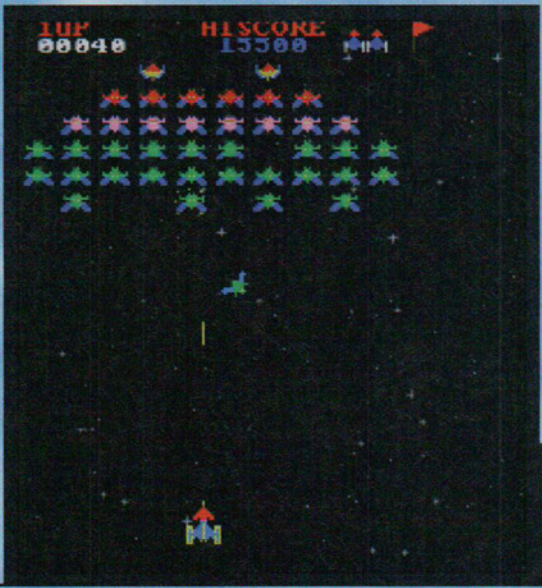
Meanwhile, another Kev Gallagher's been busily beavering away on his Amiga, producing a cracking version of the arcade classic *Galaxians*. The original *Galaxians* machine built on the 1978 arcade smash, *Space Invaders*, featuring alien beasties which not only wobbled sideways around the screen but also peeled out of formation and came swooping down towards your laser base on dangerous bombing runs.

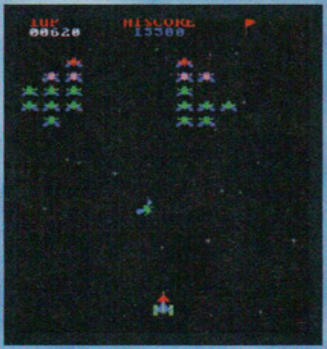
Although I'm pretty sure that in the original the alien attack formation moved steadily downwards, as in *Space Invaders*, it doesn't here. That aside, this is a pretty flawless conversion of *Galaxians*. The graphics are colourful and the sprites move slickly and smoothly about the screen, the sound effects are suitably bleepy and atmospheric and the joystick control system is responsive.

When people say that they don't make games like they used to, they're not just being sentimental. Old arcade games like *Galaxians* were genuinely addictive in a way many modern graphics-fests simply are not.

A conversion such as this might not be remotely original, but when it's this polished and professional and offers such immensely absorbing action, it would be a hard man indeed who didn't acknowledge its brilliance.







The retro look and sound of *Galaxians* are spot on, as is the thoroughly addictive gameplay.

BY: Kev Gallagher
WARE: Free
PD LIBRARY: Classic Amiga Software
NUMBER OF DISKS: One
PRICE: £1 plus 75p P&P

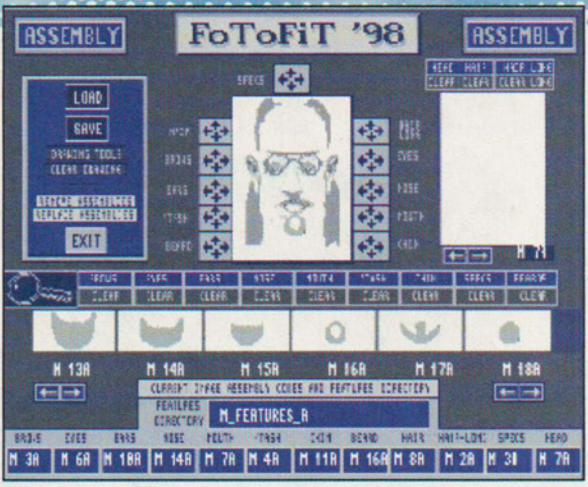
simultaneously; account details from several other accounts packages can be imported; there's a built-in calculator, a powerful search function, and much more as well.

This demo version of *Majorbank* limits the number of transactions which can be entered under one account to 100. The full version, which can be obtained by sending 100 French Francs, 40DM or US$20 to the author is, of course, free from this restriction.

Fotofit 98

BY: Bernard Cain
WARE: Free
PD LIBRARY: Classic Amiga Software
NUMBER OF DISKS: One
PRICE: £1 plus 75p P&P

These days, video surveillance cameras are everywhere. As recently as a few years ago we would have been shocked to discover that many of our everyday activities were being captured on film, but now we've come to accept that this can often be the case. After their news bulletins, several regional ITV stations now even show clips of people swiping clothes from department stores or even tins of cat food from supermarkets, before asking members of the public whether they can recognise the perpetrators of these crimes.



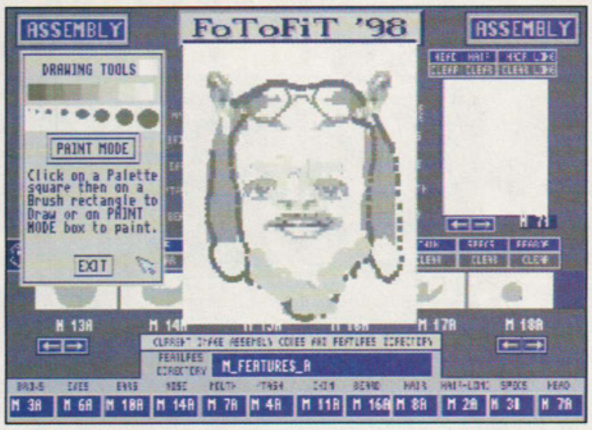
Nick Veitch looked in the mirror and regretted the previous night's Guinness debauchery.

Of course, the vast majority of crimes are not conveniently caught on camera anyway, and where they're not, the best way in which the police can give the public an impression of the appearance of a suspected criminal is by following the tried and tested technique of issuing a "Fotofit" image.

Fotofitted faces invariably look like they belong to complete freaks who could be spotted at several hundred feet in a crowd – curiously shaped facial features, wild hairstyles, strange eyes and so on – but they nevertheless strike the occasional chord with individuals who unknowingly eye-witnessed a crime or are acquainted with the culprit.

I have to say that I've never felt the urge to create fotofit images of my friends and relations, but if you have then you are sure to enjoy *Fotofit 98*. Through the Amos interface you can piece together various noses, mouths and pairs of eyes and ears, adding facial hair and the like as desired.

Continued overleaf ➡



← Unfortunately, the hairstyles provided as standard are a trifle disappointing (where are the mop-tops, mullets and Blaxploitation-style Afro cuts which are apparently the staple hairstyles of the fotofitted criminal?) but you can supplement these and the assorted facial features by firing up your favourite paint package.

Once you've created your fotofitted fiend, you can output the image to your printer and stick copies up all over the neighbourhood, conveniently diverting police and community attention while you mastermind your own cunning criminal rampage.

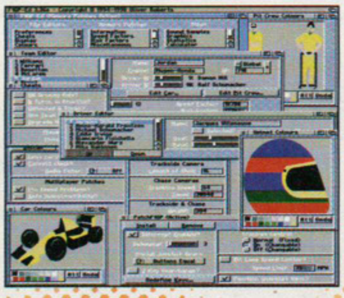
Above: Have you seen this, erm, man? Would you be likely to forget him?

Formula 1 GP Editor 3.36

BY: Oliver Roberts
WARE: Share
PD LIBRARY: OnLine PD
NUMBER OF DISKS: One
PRICE: 75p + 75p P&P

Formula One Grand Prix is, without a doubt, a computer game classic. One of most enduringly addictive titles ever created, this has been a favourite of Amiga owners for some six or seven years now and its popularity shows no sign of waning.

Unfortunately, Microsoft, in their infinite wisdom, deemed the Amiga incapable of handling *Grand Prix 2*, which updated and improved upon the original in a variety of ways. Thus it was left to fans of the game to implement their own improvements, and so a series of editor programs appeared. One of the best of these, Oliver Roberts' *F1GP Editor*, has continued to evolve and now incorporates a variety of patches which originally had to be installed separately.





Specifically, *F1GP Editor* allows you to edit car colour schemes, teams and drivers, lap record times and so on, adjust the frame rate at which the game runs, increase the competitiveness of the computer controlled cars, superimpose real-time driver lists on the in-game display, and generally tinker with the game in an inordinate number of ways.

Quite a few of the features are disabled in the freely distributable version of *F1GP Editor* and you'll need to shell out seven of your English pounds if you want to clasp a registered copy in your clammy mitts.

However, this version is somewhat out of date. You could get much newer versions from our CDs or the net. PD suppliers will just have to make sure that they are as timely as other sources…

Enhance one of the truly great computer racing games ever with this versatile editor.

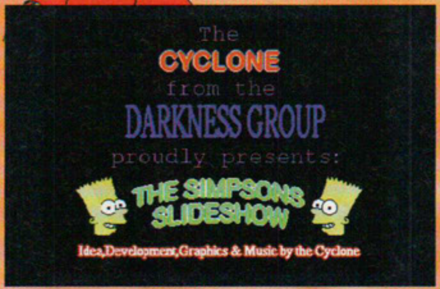
SIMPSONS SLIDESHOW

Looking back, it's hard to believe what my life must have been like before I discovered *The Simpsons*. I must have got by somehow; I was a relative latecomer to the whole *Simpsons* phenomenon, having heard the cringeworthy *Do The Bartman* back in 1989, which made me instantly dismiss Matt Groening's characters as irritating kiddy cartoon characters. How wrong I was.

I realised the gross error of judgment I had made when a Sky-owning friend lent me several videotapes crammed full of episodes. It became immediately evident that the series I had written off as being the latest irritating Turtles-like children's craze was, in actual fact, a sparklingly witty satire on modern life, a biting comment on American culture, an immensely entertaining and frequently hysterically funny work of brilliance. In short, I discovered that I'd been about as wrong as it was possible to be about *The Simpsons*.

Nowadays the BBC have awakened to its wonderfulness, screening a couple of episodes each week, and I'm fortunate enough to have cable television, meaning that I can enjoy a thirty minute slice of *Simpsons* comedy every evening. Thus, as I say, it's hard for me to contemplate returning to a time or place without Springfield, without Homer and his astounding dullwittedness, without the evil millionaire Montgomery Burns and his sycophantic sidekick Smithers, without Apu and his corner-cutting Kwik-E-Mart convenience store, without Moe and Barney and Krusty and Principal Skinner and all the other regulars…

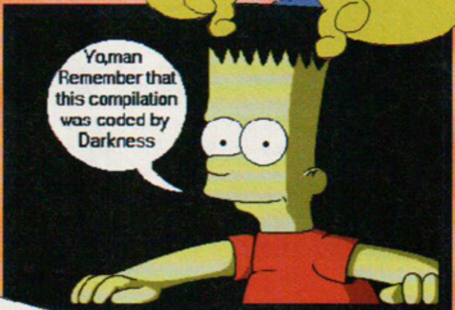




What's more, it's clear that I'm not the only Amiga user with an extreme love for *The Simpsons*. In the past I've seen PD demos featuring entire Itchy and Scratchy cartoons (they're the horrifically violent cat and mouse double act whom Bart and Lisa Simpson love to watch on TV), *Simpsons* episode guides and more besides. This particular disk contains a selection of hand-drawn *Simpsons* images, all lovingly crafted and presented, oddly enough, to the accompaniment of a curious remix of MC Hammer's *U Can't Touch This*. In the grand scheme of things it's totally pointless, but fans of the series will love it.



Top notch pictures for *Simpsons* addicts who find one episode a week on BBC 2 just isn't enough…





BY: The Darkness Group
WARE: Free
PD LIBRARY: OnLine PD
NUMBER OF DISKS: One
PRICE: 75p + 75p P&P

ASSIMILATION

Remember the days when the Amiga blew away any other computer system? Long before the PlayStation was even a twinkle in the eye of a Sony boffin, another machine featuring custom chips was wowing all comers with its sophisticated graphics and impressive sound capabilities. Back in those days, home gaming either meant shelling out forty dabs a throw for the latest NES or Megadrive platformer or toddling along to almost any high street computer shop, selecting the latest killer Amiga game and then marching proudly towards the sales counter with your chest puffed out as envious ST owners looked on.

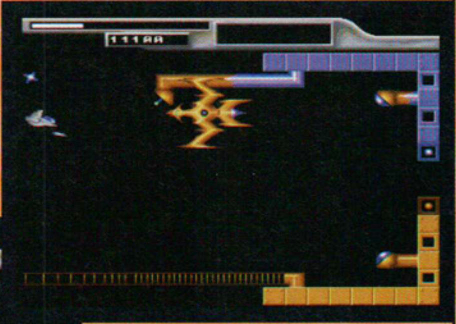
Oh, for those halcyon days to be here again. When a really tasty arcade game such as *Xenon 2*, or later, *Project X*, appeared on the scene, jaws generally dropped. The difference between those games and the latest PlayStation polygonfest is that a great many modern games simply aren't as playable as those classics of yesteryear.

Assimilation (the sequel to *Caffeine*, for those who remember that) is the sort of cracking destructathon that once abounded on the Amiga. All the essential elements are there. For a start, there's no real plot to speak of – there is the obligatory piffle about one man getting one last chance to single-handedly annihilate an entire alien empire, but to call it a plot is to be exceedingly generous. Then there's the requirement that your finger never leaves the joystick fire button at any point during the game, while your hands, by contrast, must manoeuvre your tiny spacecraft around the screen with breathtaking adeptness if you are not to be instantly eradicated.

The game also features the sort of silky-smooth scrolling that PCs even today cannot hope to offer, a pumping soundtrack and, of course, playability in abundance. *Assimilation* does have an original feature too: the front of your ship points naturally downwards, and so in order to fire at an enemy above you, or indeed straight ahead of you, you have to fly your ship upwards and then attempt to level it out. This takes a certain amount of practice to perfect, a factor which further adds to the long-term challenge of the game.







Get your fire-button finger warmed up because there's a whole alien civilisation just waiting to be shot at.

BY: Ben Campbell and Jochen Heizmann
WARE: Free
PD LIBRARY: OnLine PD
NUMBER OF DISKS: One
PRICE: 75p + 75p P&P

TextEngine 5.01

BY: Nicholas Harvey
WARE: Share
PD LIBRARY: OnLine PD
NUMBER OF DISKS: One
PRICE: 75p + 75p P&P

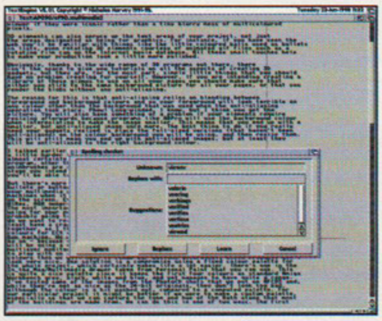
Probably as a result of the increasing ubiquity of Microsoft products in the PC world, there has been a trend in recent years for word processing packages to become ever more feature-laden. As anyone who's actually used something like *Microsoft Word 97* will realise, a great many of these features actually get in the way. For instance, it's nice to have common spelling mistakes automatically corrected as you make them, but some things are deliberately typed in a certain way and instructing the program not to change them when you type them can be time consuming.

On the Amiga, programs such as *Wordworth* and *Final Writer* have pretty much kept apace with developments in the PC word processing world, to such an extent that you'll need quite a powerful machine to really make the most of their features. For simple everyday text editing tasks, such powerful programs are completely over the top – all that's required is a fast, responsive and versatile piece of software such as *TextEngine*. Indeed, an Amiga writer I once worked with insisted on using *TextEngine* in preference to *Wordworth* when writing his copy for the magazine.

If you want to produce a snazzy report then you're still better off using an ultra-modern word processor, but if you just want to edit text files or perhaps compose email messages, you won't go far wrong with *TextEngine*.

TextEngine 5.0 represented a complete rewrite of the software, and now the software runs on the Workbench rather than on its own custom screen, utilising a font-sensitive Gadtools GUI rather than the old fixed-font Intuition interface. Other enhancements include AppWindow support, whereby you can drag and drop files into the window for editing; a more useful 36,000 word spelling checker which intelligently suggests alternatives for incorrectly spelt words; and a more powerful cut and paste feature, with the amount of text that can be stored in the buffer only being limited by the available memory on your machine.

Write lots of words with ease, using the latest version of *TextEngine*.



This version of *TextEngine* obviously retains all the other useful features which have won the program many admirers over the years, such as Word Count, and a full range of text formatting options (although what you see is not what you get – bold and italic text and the like are signified on screen by white-on-black control characters).

The end result is a program that is ideally suited to real text-crunching, and one which I have no difficulty in recommending thoroughly. What's more, the Shareware registration fee is only a fiver, making the program excellent value for money too.

GET YOUR DISKS FROM

CLASSIC AMIGA SOFTWARE
11 Deansgate, Radcliffe, Manchester, M26 2SH. ☎ 0161 723 1638.

ONLINE PD
Unit 5, Embassy Building, 51A Piercefield Road, Formby, Liverpool L37 7DG. ☎ 01704 834335
Fax/BBS: 01704 834583

Survey Results

In April we ran a reader survey. Now the results are in and our spreadsheet supremo, **Nick Veitch**, has all the facts and figures.

Cast your minds back to the April issue of this year and you may recall that we ran a fairly large survey form.

We were very pleased with the response, with hundreds and hundreds of you taking the time to complete the pretty comprehensive list of questions we asked.

As we promised, all the results have been collated and now we are happy to publish some of the salient facts and figures we have gleaned about our readership in general. There were a few surprises, and a few things that weren't so surprising.

I was personally very surprised by how much you rated *Amiga Format* in the questions analysing specific parts of the magazine. There isn't room for all the results here, but I can tell you that almost every category scored 90% or more of responses saying we were either "good" or "very good".

The other 10% of you can rest assured that we will nevertheless be working hard to improve, in our efforts to bring you the best damn magazine that money can buy.

We weren't surprised to find that, thankfully, the number of people with hard drives and CD-ROM drives has increased significantly since the last survey, and the average amount of RAM has leapt up, presumable thanks to all-time low SIMM prices.

Anyway, I hope you find these results interesting reading. I know it was very useful to us.

About You

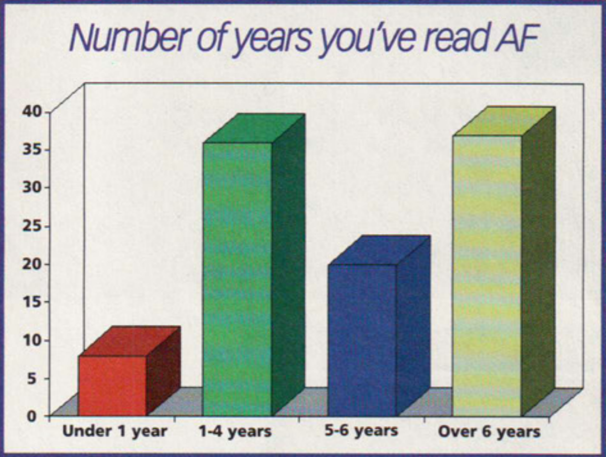
Want to know what your fellow *AF* readers are like? Perhaps we should start with how long you have been readers for. Only eight per cent of people currently reading the magazine have been reading it for less than a year. This is indicative of the relatively low numbers of people new to the Amiga, but it is still a significant percentage.

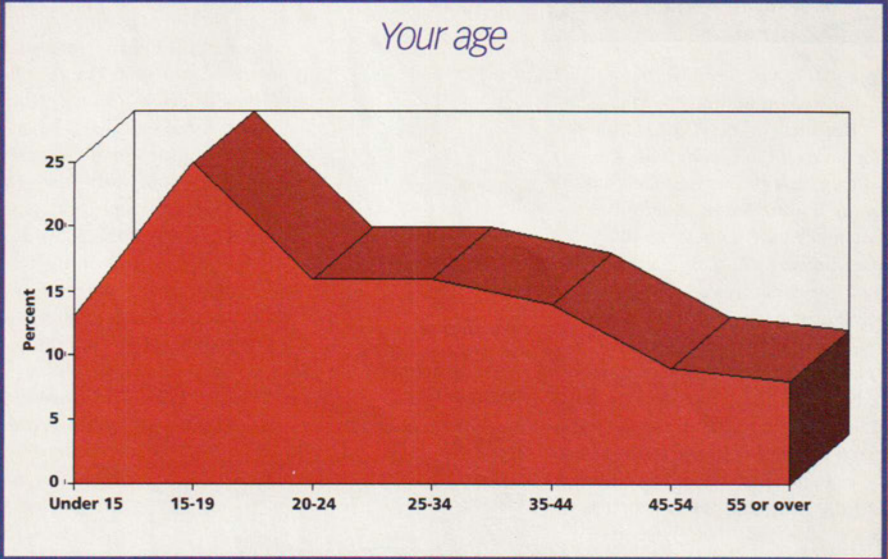
More than half of you have been reading the magazine for three or more years. I hope you've all kept your back issues!

In terms of your ages, although the largest majority of our readers are still in their late teens, a greater take up by the slightly more mature reader has pushed the average age of the reader into the thirties. If you are one of our fifty-plus readers, you should be glad to find out you are not alone, and that the Amiga and *AF* have a great following amongst those in retirement.

With regard to your employment profiles, we discover that there is still a very healthy smattering of students (as the age profile would suggest), a small following amongst the armed forces and a fair number of self-employed people, many of whom use their Amiga in some capacity to help them with their work.

The average income is just a tad over £16,500, and you all like to go bowling on Thursday nights. Actually, we made that last bit up...





Your Comments

"It got me onto the Amiga. Such a friendly and very professional presentation & atmosphere. I love it."
Male, 54, part-time work

"Great magazine – keep it up lads and lasses."
Male, full-time work

"Thanks for all of the great advice and insight you have given to the whole Amiga community."
Male, 18, student

"I only wish I had the time to read it more thoroughly."
Male, 58, full-time work

"A good balance of interest. I always look forward to its arrival."
Male, 67, retired

"Wow! It's great! When is it going to be a fat mag again? One monthly direct debit subscription, please!"
Male, 31, full-time work

"More articles on the new Amiga, BoXeR, etc. Advice on which PC bits will plug into the Amiga to save money."
Male, 31, full-time work

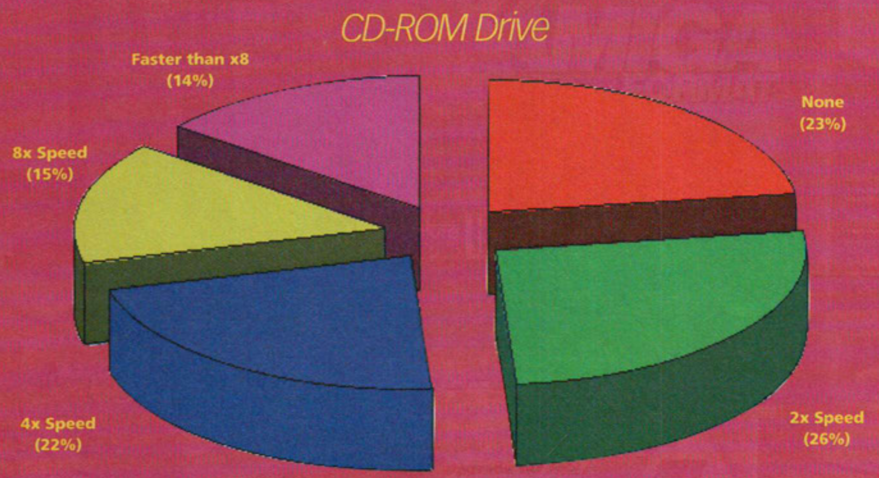
Your Amiga

By finding out what Amiga equipment you have, we can better tailor the magazine to suit your needs. It also helps us to decide what we put on our coverdisks and CD, and how both are mastered. By knowing your machine, we can know you that little bit better and produce a magazine which will help you get the most out of the equipment you have.

88% of readers use an AGA machine.

It is hardly a surprising figure considering that most of you seem to have A1200s. Five percent of readers use a graphics card, giving them AGA and better capability, and another five percent have at least ECS compatibility.

13% of readers have a Zorro interface on their system, either because they bought an original "big box" machine, or because they have installed their A1200 into a tower system and added the Zorro option.



91% of readers have a hard disk.

Another essential bit of kit, which makes it easier for us to make things easier for you. Thankfully, this is up a good deal from the last survey we did, so the message seems to be getting through!

77% of readers own a CD-ROM drive.

This figure has just been going up and up, ever since we started running regular CDs on the cover of *Amiga Format*. As well as being able to use our CDs, owners are also able to take advantage of the wealth of games, PD and serious products available on CD, which is more convenient for everybody. The exact speeds of the drives owned are shown in the pie chart (left).

64% of readers have a monitor.

We didn't enquire about the specific type but we expect that a high number of these are the old, but very good, 1084 or equivalent. Any monitor will greatly improve your Amiga experience, and with new scandoublers available for A1200s, there is no reason why you can't take advantage of a cheap VGA monitor either.

In other notable areas, 67% owned a printer of some description, 26% owned a modem of some sort or other and significant numbers owned sound samplers, digitisers and scanners.

Over 92% of readers have WB3 or better.

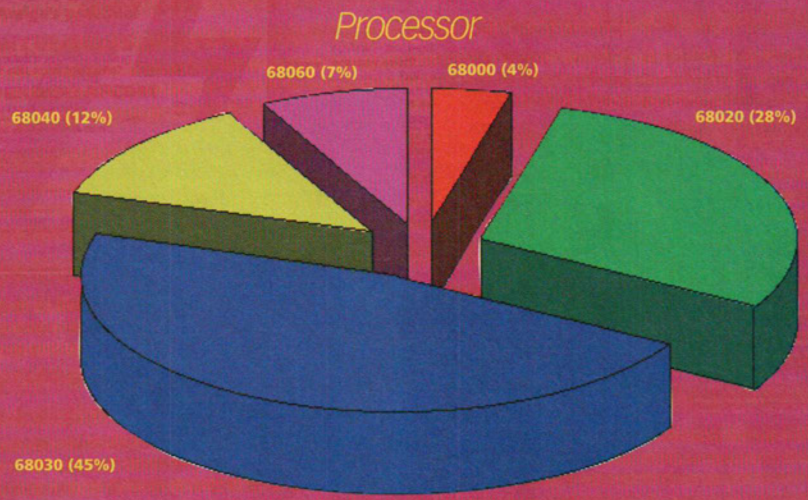
This figure is encouragingly high as it means we can offer you even better disks. It also means that the majority of you can use the latest, most up to date software. We will continue to do our best for the remaining 8% of you though, so don't feel left out.

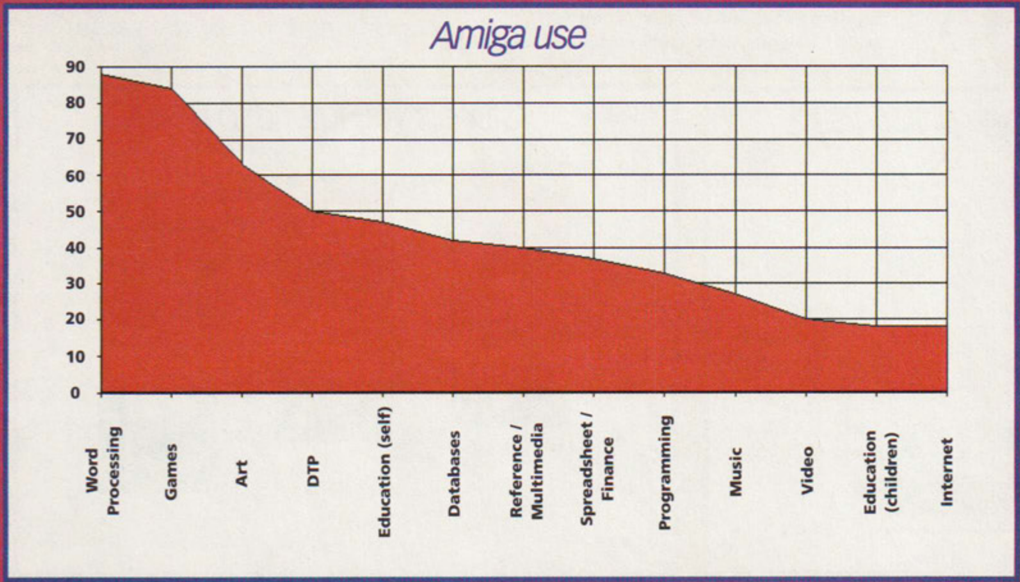
68% of readers have an accelerator card.

It is encouraging that so many of you have upgraded in some way. The exact breakdown of processor usage is shown in the pie chart. PPC cards weren't a realistic option at the time, but at least 7% of you had an '060.

The average RAM owned is 11Mb.

Virtually everybody seems to have some sort of memory upgrade and 25% have more than 16Mb of RAM. With the price of RAM being at an all-time low, now may be a good time to consider getting that 16Mb SIMM.





86% do some word processing. Unsurprisingly, word-processing and games playing topped the bill of the most popular things to do with your Amiga, but some interesting new trends have developed.

37% spend at least some time running a spreadsheet or other financial software and 33% write programs for their Amiga, both significant increases from the last survey.

Making music and video work still interest about a fifth of our readers each, and using the Internet has become much more popular, with 18% of readers using their Amigas to go online.

Continued overleaf ➡

Your Magazine

One of the most important areas of the survey, for us and for you, is what you really think about *Amiga Format*. To start with, a whopping 82% of the respondents to the survey purchased the CD-ROM version of the magazine, a slightly higher percentage than that of the real worldwide sales, so I guess we can conclude that the CD-version buyers are generally more likely to respond to our surveys, and are perhaps more "active" users.

We will continue to try to build connections between the magazine and the CD. You will have noticed that, where applicable, we include related files and Shareware from our tutorials on the CD. Hopefully, we will be able to do this more and more often, particularly with reviews.

Surprisingly, just over half of you have been reading the magazine for more than five years. Well over half of you get *Amiga Format* by subscription, or on order from a local newsagent, and 87% of you reckoned you bought every issue (in which case you might like to think about a subscription). There were some comments about the difficulty of finding the magazine in some areas and the best thing to do in these situations is to ask your newsagent to stock it for you.

You'll probably find that most larger stores do stock the magazine, but they sell out quickly. We publish the on-sale date of the next issue every month on the Next Month page, so you know when it'll be in the shops.

TUTORIALS

At the time of the survey, we were running tutorial series for Under the Bonnet, *DrawStudio* and C++. Nearly 70% of you intended to act upon information they had gleaned from Under the Bonnet, a phenomenal response for what has turned out to be a very popular and highly useful series.

40% of you are also going to attempt to follow the C tutorial, which is a rather high percentage of potential programmers. As you know, both of those series are still running in the magazine. If there are any other tutorials you'd really like to see, please let us know.

Over 90% of you also thought that our design, news, features, advice and coverdisks (and CDs) were either good or very good. 91% of you believed you could trust a review that appeared in *Amiga Format*. 98% of you also find the advertisements in *Amiga Format* a good source of information.

In terms of the balance of the magazine, most people said they wanted to see more serious reviews. Obviously, we can only review the products which are actually released, and believe me, we do try to get hold of everything that is released for the Amiga.

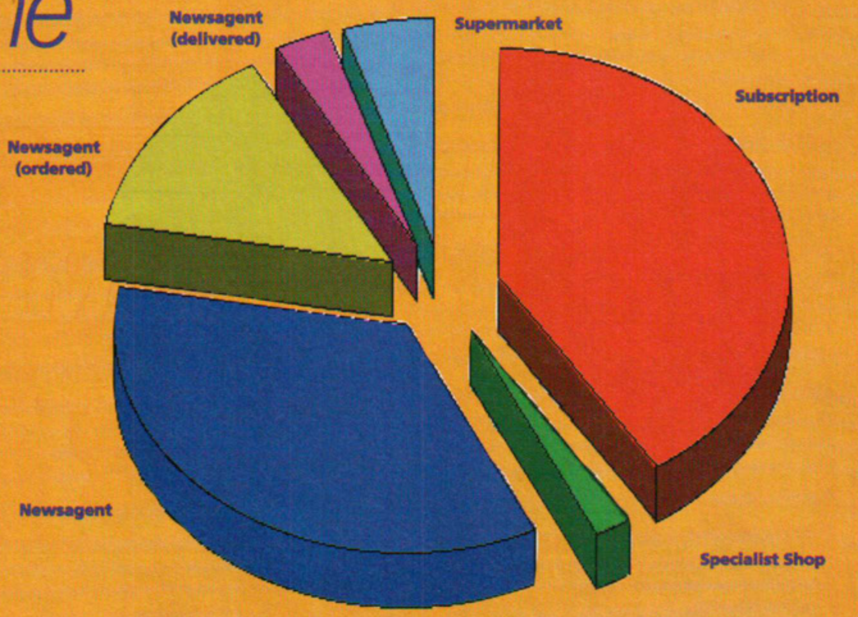
You also wanted to see more commercial coverdisks, more Workbench and more news, even though we have the more news than probably any other Amiga magazine.

The only areas of the magazine a significant number of you would like to see less of are AmigaNet and GameBusters. Both of these had a similar number of people asking for more coverage, so although they don't appeal to everybody, there is still a lot of interest in them.

I'd like to thank everyone who returned the survey form and I hope you'll see the magazine become more attuned to your needs as a result. One lucky reader also wins a Power Tower for returning their survey, and ten others get free *AF* subscriptions. The winners will be announced in the next issue of *AF*.

We will continue to run surveys in the magazine in the future. If you want to comment on our continually improving CD, there is a survey form on there every month.

Where you buy AF



Your Comments

"You need to become more specific, aim to inform us more. Make the magazine impress other computer users with tutorials on Lightwave and ImageFX. Show what the Amiga can do!"

Male, 17, part-time work

"I'd like more tips and tricks on hardware, printouts, cables, etc."

Male, 43, full-time work

"Although I very rarely play games, I accept that others do, but I would like to see a greater emphasis on coding and being creative."

Male, 35, other

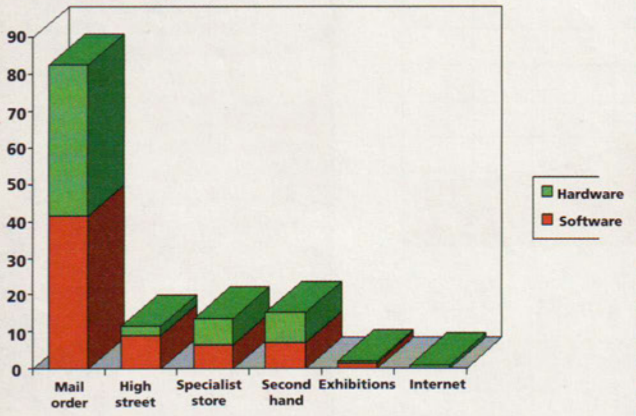
"Get Amiga info onto Teletext."

Male, 40, full-time work

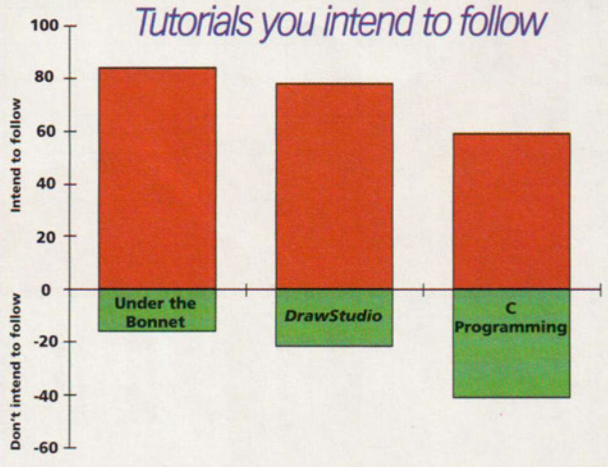
"Balance of the mag is just about right. It will be very difficult to improve even more, apart from adding more of the same."

Male, 20, full-time work

Where you buy Amiga products



Tutorials you intend to follow



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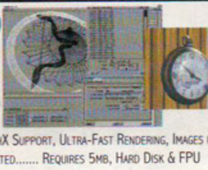
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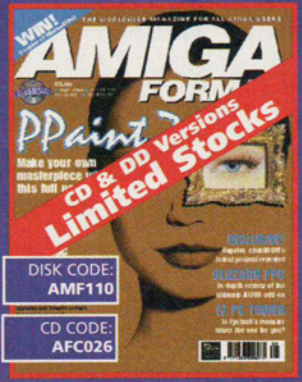
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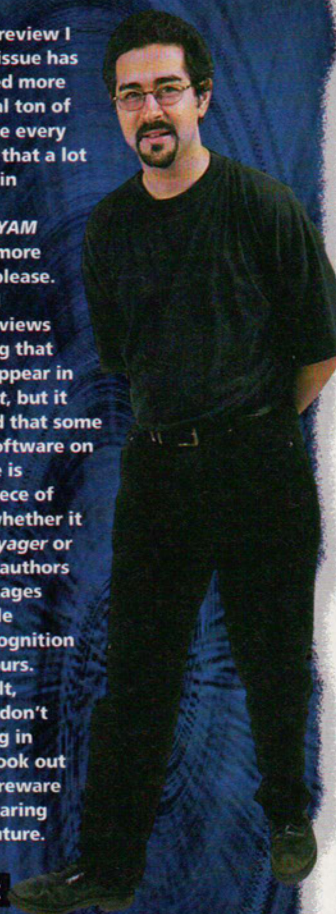
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SERIOUSLY AMIGA

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The *YAM* review I did last issue has prompted more than the usual ton of email I receive every day. It seems that a lot of you are a) in favour of my thoughts on *YAM* and b) want more of the same please.

Full-sized Shareware reviews are something that don't often appear in *Amiga Format*, but it has to be said that some of the best software on your machine is probably a piece of Shareware, whether it be *Miami*, *Voyager* or *MUI*, and the authors of these packages often get little "official" recognition for their labours.

As a result, although we don't have anything in this month, look out for more Shareware reviews appearing here in the future.

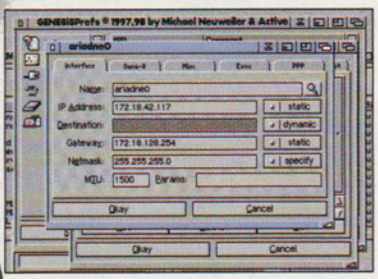
Ben Vost

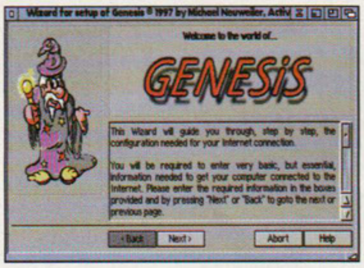
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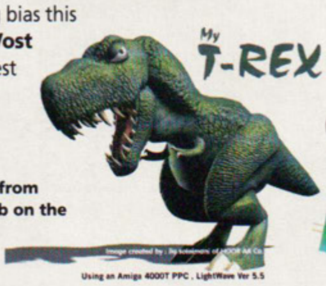
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90+%	The crème de la crème. Only the very best, most versatile and effective products are awarded an **AF Gold** – the most highly prized rating there is.
80-89%	These products are very good, but there are minor flaws or areas that could be improved upon.
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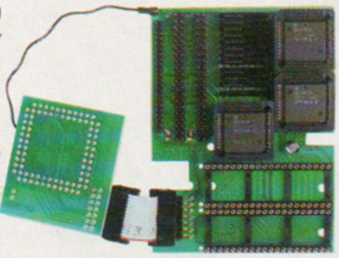




Magic makes the world go round, you know. The Wizard gets you on the net.



Just one picture from more than 200Mb on the new *Aminet* CD.



See your drives achieve escape velocity with this gizmo strapped to 'em.



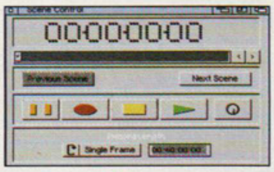


See what happens to you if you leave *AF*?



As bulbous as a Grey's head, but a lot more useful.





Non-linear editing on your Amiga, thanks to *V-Lab Motion*.



More adaptors than you can shake a stick at, as if you'd want to.



"Psst... wanna buy a copy of the Beatles' *Rubber Soul*? Click here then, guv."

NetConnect 2

The Internet poses a perennial problem for computer users – how to get at it. **Ben Vost** examines a solution – exclusively.

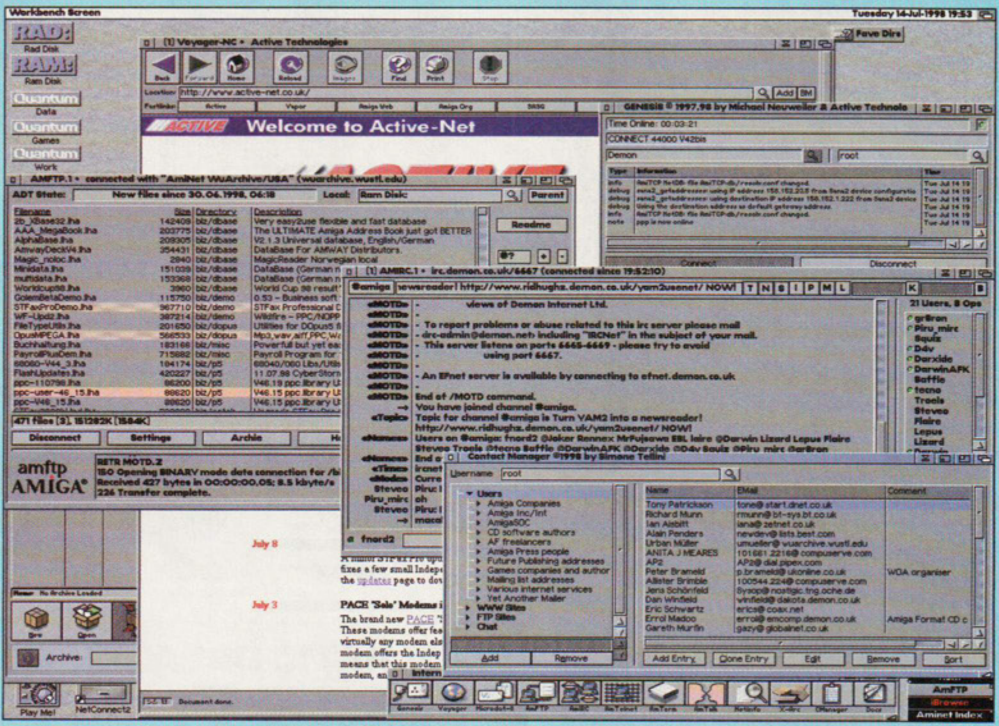
There is an increasing amount of people who find getting online easy. Veterans who've been online for some time can remember when you had to edit your dialscript manually, keep your inetd file in order and the like. The web wasn't up to much and clients for other essential services like email, news and ftp were all rudimentary to say the least.

The first version of *NetConnect* came out a couple of years ago. It offered a simple way of getting online, combined with registered versions of Vaporware's best products, but it didn't really offer much more than the piecemeal Shareware approach most people used to get on the net – using *Miami*, *iBrowse* and their choice of email package.

Something needed to be added to *NetConnect 2* to make it not only an all-in-one solution to getting on the net, but also one that was better integrated, easier to use and gave more features than any piecemeal effort could. *NetConnect 2* provides all these things.

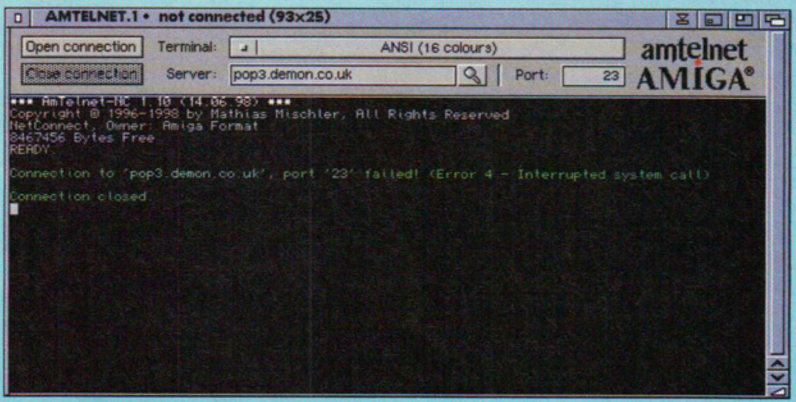
Although a lot of Amigan netizens swear by *Miami* and consider *AmiTCP* to be old-fashioned and obsolete, the new version that is the backbone for *NC2* is a thoroughly modern affair. Although the sort of text configuration files that give some people nightmares are still there, there's also a MUI-based preferences program in which all the normal details you'll need to edit can be chopped and changed around.

On top of that, *Genesis*, as the TCP stack has been dubbed, offers functionality that *Miami* users can only expect in the much-touted, but still absent, *Miami Deluxe*, such as multiple configurations and



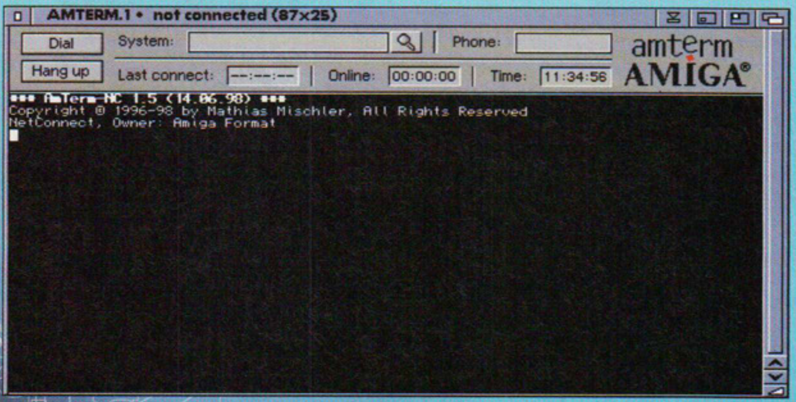
NetConnect 2 **in all its glory. You certainly get a lot for your pennies with this package.**

> **... NC2's installer gets all your services set up and gives you a nice button bar interface from which to launch them all.**



Although they look similar, *AmTelnet* has quite a different purpose to *AmTerm*. One is used for using machines on the Internet...

... and the other is used for direct-dialled modem connections.



NetConnect 2

WHAT'S IN THE BOX?

NetConnect 2 **is a bundle of fun for everyone and comes with quite a number of programs unavailable elsewhere. Here's the lowdown on what you get:**

■ ***AmiTCP Genesis*****: This is the backbone of all net operations. Without a TCP stack you can't get on the Internet, it's as simple as that. *AmiTCP* was always a powerful beast but very hard to configure. *Genesis* makes configuration as easy as possible by providing a MUI-based preferences program for you to set up as many configurations with as many service providers as you think you'll need. To this end, you can set up accounts for your children to use for their own email and web configurations (and set yourself up as Root – the master of the computer! I'm sure that will appeal...).**

■ ***Voyager*****: *Voyager* is one of the three web browsers commonly available for the Amiga. It's very fast in use and also very configurable, with fastlink buttons across the top of the window and a comprehensive HotList function (although you'll probably want to use the *Contact Manager*). It copes with most current HTML, although its layout style is slightly different to the other Amiga favourite, *iBrowse*.**

■ ***MicroDOT II*****: Two for the price of one with this program because not only do you get an email program, you also get an offline (or online) newsreader. This program has grown out of a desire for a Vaporware email program and copes admirably with all your email and news requirements.**

■ ***AmFTP*****: First of the "Am" programs on this CD, *AmFTP* is the Amiga's best ftp client. You can go all over the world with it, picking up files from here or there. There are a few things wrong with *AmFTP* and it really needs an overhaul to bring it in line with the other Vaporware products, but it's so good already it's understandable that not much has been done to it of late.**

■ ***AmIRC*****: In case you hadn't guessed or didn't already know, *AmIRC* is Vaporware's IRC client. IRC stands for Internet Relay Chat and it's a chat system much favoured by Amiga net users. *AmIRC* is widely believed to be the computer's best IRC client.**

■ ***AmTalk*****: This is a paging tool that allows you to check when people you want to talk to are online, and lets them check up on you too. It has a direct chat facility but *AmIRC* is better for more serious chatting. Either way, those of you with the fastest keyboard fingers are obviously going to be the most fluent.**

■ ***AmTelnet*****: *Telnet* is a service that, in general, is seldom used. Very few of you will need to use it as its main purpose is for those people who have university accounts. *Telnet* is a remote control kind of thing. Your *Telnet* session is only a window onto another machine on which you can run programs.**

■ ***AmTerm*****: Again, you probably won't use this much. It's not even really directly related to the net, being more to do with what people consider the old-fashioned world of BBSes, but there may be times when you'll want to do a direct Amiga to Amiga connection and that is when this will be invaluable.**

■ ***Contact Manager*****: As explained in the main body text, *Contact Manager* is a kind of universal address book for each of the programs included with *NetConnect*, and potentially more.**

■ ***MIME Prefs*****: This program (somewhat like *AFCDPrefs*, but far more comprehensive), allows you to set viewers and savers for all manner of filetypes that you're likely to encounter on the net.**

■ ***NetConnect Dock*****: All the above programs are available from *NetConnect 2*'s handy, configurable *Dock* tool.**

the like. *Genesis* also offers the APPP.device – an uprated PPP protocol used to connect your modem to your service provider. Of course, the question on every net-novice's lips is, "Is it easy to set up?". Thanks to the excellent Installer script and the "wizard" that asks you the questions that *NetConnect 2* needs to know the answers to in order to get you online, the answer is an unqualified yes.

While getting *Miami* going is child's play as it only installs a TCP stack, *NC2*'s installer gets all your services set up and gives you a nice button bar interface from which to launch them all.

ESSENTIAL SOFTWARE

The TCP stack may be the backbone of *NetConnect 2*'s operation, but there are two things that are nearly as essential: the *MIME Prefs* program and the *Contact Manager*. These two are used by all the software in the *NetConnect 2* suite and there are also plans to incorporate them into other net software from other authors.

MIME Prefs allows you to set up the viewers and savers that you want for all the MIME filetypes you are likely to come across. MIME stands for Multimedia Internet Mail Extensions but it's not just *Microdot II* that uses them: *Voyager*, *AmIRC* and the like all do too. A MIME filetype is simply a type of image, sound or other file, but the MIME system is an efficient way of organising them.

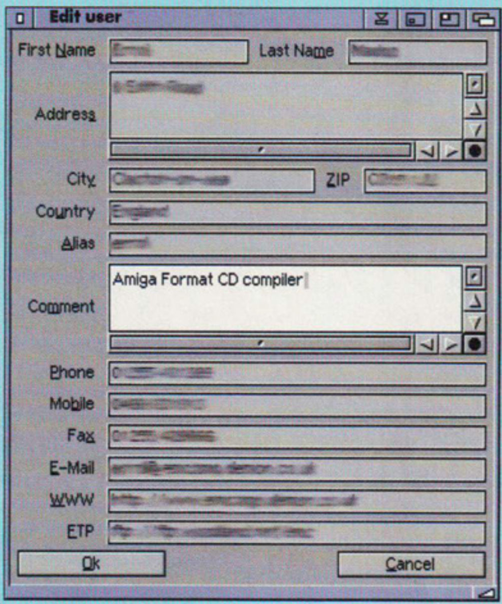
THE CONTACT MANAGER

This is a universal address book for the net and for general use. Rather than having separate sets of URLs, email addresses and phone numbers, the *Contact Manager* allows you to have them all in one central location and you can use them from there.

If you update the address books in your individual pieces of software accidentally, *Contact Manager* will ask you if you want to add the new addresses to the *Contact Manager* lists too, by keeping an eye on the configuration files for programs like *YAM* or DOpus 5's ftp module and noting when they change.

The *Contact Manager* is user-dependent, so your private address books can remain so in a multi-user system. It really is superb. Rather than every new Amiga coming with a TCP stack, utilities like the *MIME Prefs* and the *Contact Manager* really should be ubiquitous in the next version of Workbench. There's nothing worse than having to waste time writing the same addresses down in several different places.

The third piece of software included with *NetConnect 2* that's not directly relevant to the Internet is *X-Arc*. Very consciously modelled on *WinZip* for the PC, *X-Arc* is a GUI-based archive extractor (and creator) for the two Amiga favourites, *LhA* and *LZX*, and also for that PC



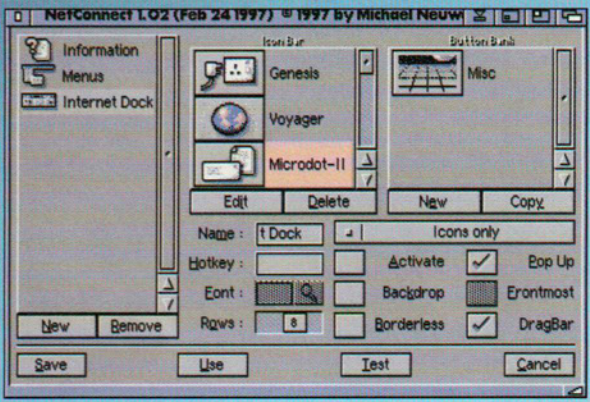
Continued overleaf ➡



The *Contact Manager* is used by all of *NetConnect 2*, and by other programs like *iBrowse* and *STFax*. As you can see, individual entries are quite comprehensive.



Because the *Dock* is a MUI application you can change it around as you like and snapshot its position on the screen.



You can always add more buttons to your *Dock*, or even take them away, as well as editing what they are used for.

favourite *ZIP*. Like *WinZip*, it is easy to use and flexible with it, but users of DOpus 5 may well find themselves ignoring it to a degree as they can simply double click on *LhA* and *LZX* archives to discover what's inside them.

However, the vast majority of Amiga owners don't use DOpus for some strange reason and I'm sure that *X-Arc* will be welcomed with open arms by people fed up with having to resort to arcane Shell commands in order to get at the juicy file flesh inside an archive.

> **"It also tells you how long you've been online and in the future it will have costing information and settings…"**

Also, because *NC2* has been set up to use it, downloading an archive in *Voyager*, *MicroDOT II* or any of the other packages in *NC2* automatically calls up *X-Arc* so you can view the contents of the archive and save them where you want.

I've talked about *NetConnect 2*'s component parts, but what about its everyday use, its speed and the like? Well, in use it's very nice for modem users. You can have a *NetConnect* starter in your WBStartup that launches the *NetConnect* *Dock* (without taking up too much memory – nothing is loaded except the *Dock*). The TCP stack is only started when it needs to be – when you go online. It also tells you how long you've been online and in the future it will have costing information and settings to allow users to only connect at certain times, say after six pm or at weekends.

This is great for families trying to stop their kids from spending all of their time online.

HOW FAST?

Genesis is on a par with *Miami* in the tests I did on my 56K modem, but it's the combined speed of the programs in the *NetConnect 2* suite that really offers an increase in performance. The authors of *Genesis* reckon the APPP.device should be 20-30% faster than *Miami*.

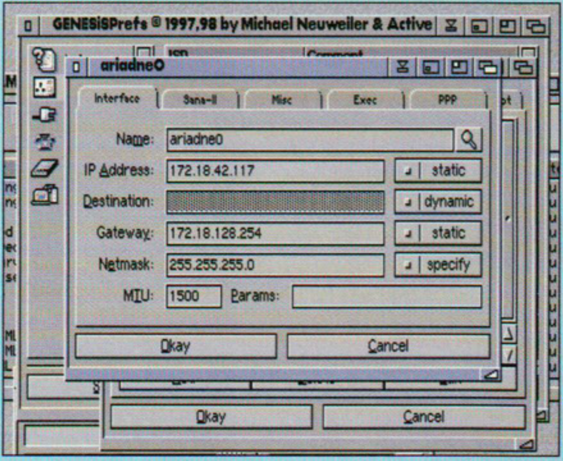
Combining them means *Voyager* can download a file and give it to *X-Arc*, while *MicroDOT II* puts an ftp URL into *Contact Manager* where it is available for *AmFTP*… things like that really give *NetConnect 2* the edge.

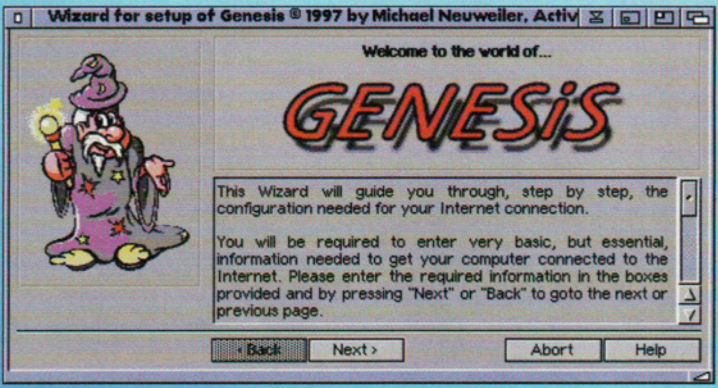
CONCLUSION

Although *NetConnect 2* might seem to be targetted solely at Internet novices looking to get online easily, it's as much use to those veterans who had to deal with complicated text configuration files in the bad old days.

Sure, you might already have a web browser, an email package and other net software, but *NetConnect 2* is all these things and more. It's a lot more organised than the mixture of software most people have running on their machines for a start.

NetConnect 2 has certainly changed the way I use my Amiga for the net, and although I'm very attached to *YAM*, I've got the feeling I'll be using *AmiTCP* and *Voyager* at home from now on.





***Genesis' Wizard* makes setting up very easy (below) and the MUI preferences program (above right) makes it easy to maintain.**

IF YOU DON'T WANT THE OTHER STUFF…

If all you need is the TCP stack, say for your network, *Genesis* is available on its own. All you'll get is the stack itself and the Wizard to set it up. While this might seem like a good idea initially, if you already have *iBrowse* and *Thor*, for example, and you just want the better throughput that the APPP.device gives, it's something of a false economy. The whole point of the *NetConnect 2* CD is to give you an all-in-one solution that can't be beaten when it comes to integration. It even helps you with migration from other tools, especially through the *Contact Manager*.

Even so, for those who simply want to link two machines together and have one act as a gateway to the net for the other, *Genesis* is a good bet and, unlike the version of *AmiTCP* that originally came with *NetConnect*, it allows for multiple interfaces, including Ethernet.

SUPPLIER: Active Technologies (01325) 460116.
MACHINE TESTED ON: A3000/'060, Picasso IV, Dynalink 56K. A4000/40, Ariadne.
PRICE: £59.95.
REQUIREMENTS: A modem account with an ISP.

Pros and Cons

- **Beautifully integrated.**
- **Great value for money.**
- **Easy to use.**
- **Fast in use.**

OVERALL VERDICT:
***NetConnect 2* is what everyone should be using to get online.**

96%

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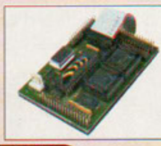
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IDE 3.5" Hard Drives for A1200/4000 *"Star buy"*

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(Amiga Format Gold Award winner August 1997)
(Amiga Format Gold Award for 3.8Gig January 1998)

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CD-ROM Round-up

What's new in the world of the CD-ROM? Ben Vost brings you the latest platters that matter.

Aminet 25

Well, it's that time again. Every two months a new Aminet CD rolls around and every two months it gets a cracking review. For those who accuse us of bias towards these CDs, which consistently get very high marks, I'd just like to say that the reason they consistently get great scores

> ... the reason they consistently get great scores is because of the amount of work that goes into each and every one...

is because of the amount of work that goes into each and every one of them.

Urban Müller puts a lot of effort into the continued excellence of the Aminet series and this one is no exception to the rule. The best thing about the new CD for those who have an Aminet subscription and don't get the



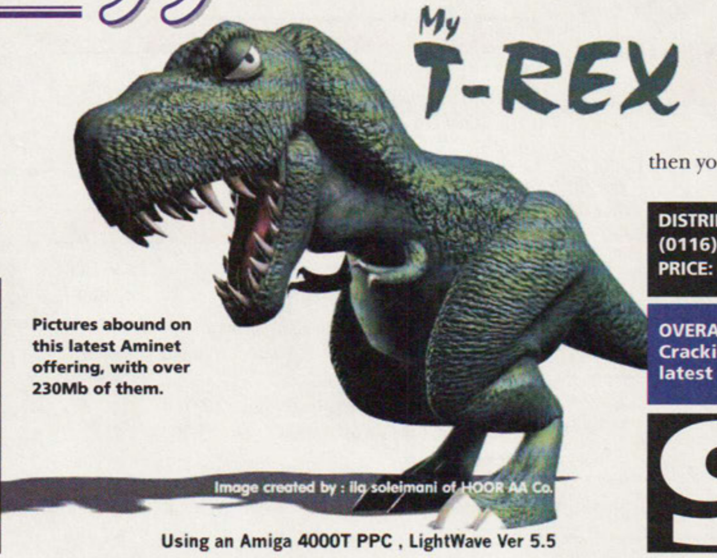
sets is the fact that the *find* utility will now also report back single CD locations of older files, which is a boon.

The freebie software on the disc this month isn't a full package or anything, it's some fun little games including a cracking version of the hoary classic *Space Taxi*, which I spent quite some time on while I was supposed to be reviewing this CD. Ahem.

The largest concentration of files this month is in the Pictures directory, with more than 230Mb. MODs is way down in fourth place with only 129Mb, which must be good news.

Some people have also correctly pointed out that although we give away a CD every four weeks, we don't contain the whole of Aminet (especially not the MODs) and that each Aminet CD contains about a gig of data, compared to the 640-odd that we have. Both of these things are absolutely true and there's no doubt that if you just get one then you'll miss out.





Pictures abound on this latest Aminet offering, with over 230Mb of them.

DISTRIBUTOR: Weird Science
(0116) 246 3800
PRICE: £10.99 (£8.99 on subscription)

OVERALL VERDICT:
Cracking value for money for the latest Amiga software.

90%

Developer CD

The rest of the CD-ROMs we have for you this month have a decidedly programmer-oriented bent. OK, so you might not be a programmer and you might still want to use Unix, but at a guess I would say that it's very likely that you will have programmed at some point, even if it's only to compile the executables you want to run under your flavour of the convoluted operating system.

Anyway, the point here is the *Amiga Developer* CD, version 1.2. This one is definitely targeted towards Amiga programmers and offers the same content as the previous developer CD – the devcon notes and programs, the CATS and IFF documentation, the NDKs for 3.1 and other versions of the OS and the CD development stuff from the CDTV and CD^{32}.

This one also offers you an extra 120-odd Mb of other stuff, including AmigaGuide versions of the last version of the Hardware, Devices and Libraries manuals, along with the Includes and AutoDocs for 1.3, 2.0 and 2.1.

The CD also contains APIs and other new stuff for a variety of third party additions to the OS, like the WarpUp system (although not in the latest version), PowerUp and utilities for the ViRGE chip on the CyberVision64/3D.

However, this drawer is something of a missed opportunity, especially given the enormous number of common APIs that could have been included, such as *RTGMaster, AHI,* the *Superview* libraries and many others that would be a real boon to the developer.

DISTRIBUTOR: Weird Science
(0116) 246 3800
PRICE: TBA

OVERALL VERDICT:
Lovely to get those manuals, even though they are as AmigaGuides.

85%

Geek Gadgets May 98 Snapshot

For those of you who thought the *Developer CD* was for hardcore programmers, you ain't seen nuthin' yet. The *Geek Gadgets* programme was set up by Fred Fish – he of the immense PD collection, before the only source was Aminet – in order to gather together developer tools and utilities, mainly based around the GNU Public Licence (GPL) and Unix ports of tools.

As such, it's pretty much a CLI-only affair with command line arguments and the like. There are no pretty GUIs (except under *X-Windows*) and no AmigaGuide help files (although there are Man pages, Unix's poor equivalent). However, if you don't need an Integrated Development Environment and you like the hardcore of programming using ixemul, *Geek Gadgets* is ideal for you.

The contents of the CD are pretty much all offered as gzipped tar archives (.tgz), as is traditional in the Unix world. This snapshot also comes with an experimental GCC compiler called EGCS which replaces many of the previous CD's files as they are now obsolete. A wide range of the packages on the CD have also been updated or bug fixed, but some, including *Kaffe* (an unofficial Java Virtual Machine) have been left out owing to build problems.

As usual, the *Geek Gadgets* CD will appeal to a small clique of Unixhead Amiga programmers, but for them (especially the ones without cheap online access), it'll be an absolutely essential purchase.

DISTRIBUTOR: Weird Science
(0116) 246 3800
PRICE: £12.99

OVERALL VERDICT:
Definitely not for the beginner by any means.

80%

Gateway 3

Not so much of an Amiga CD this one. You can use it on almost any format machine; in fact, you can use it on any machine that has a distribution of NetBSD. This includes computers as diverse as Archimedes, DEC 5000s, 68K Mac, VAX, Atari and i386 (Intel processors, including the Pentium). In total, this CD is suitable for 16 different platforms and is actually bootable on i386, Sparc and your own Amiga.

The author of Gateway 3, Markus Illenseer, doesn't recommend booting from the CD for Amiga users, since it is, in his own words, "...too much hassle and is only recommended for the advanced user," and it requires a SCSI CD-ROM drive.

Even so, we persevered and got a Unix partition up and running. If you liked the NetBSD stuff that we did on our CD then you're going to get a kick out of this. It's the 1.3.2 release and *Gateway volume 3* is actually two CDs, one with the install stuff for all the different platforms and one for all the extras, like *X-Windows* and the like. The Amiga gets special treatment in that there are icons for Amiga readable files, and when you put the CD in your drive it's been very nicely laid out so it all looks really simple (but don't be fooled!).

> *... when you put the CD in your drive it's been very nicely laid out so it all looks really simple (but don't be fooled!).*

There is a "last minute" readme that you should read, but it's in the root of the first CD so make sure you either go through the disc in Opus or turn on "Show All Files" in Workbench.

The companion CD isn't quite so pretty to use, but then it was designed to be used solely inside your Unix environment once you've got that set up. It does contain a whole stack of games and utilities though, making this set great value for money.

DISTRIBUTOR: Weird Science
(0116) 246 3800
PRICE: £9.99

OVERALL VERDICT:
Only the inclusion of an easy startup guide would have improved it.

86%

Amiga Theme CD

Those of you who were at the World of Amiga show would have seen Annex energetically performing their number on the stage set up for that purpose. If you missed it, it's unlikely that you will have heard the Amiga's resurgence in the field of pop music, but Weird Science are selling the CD in the UK.



The CD, which is an audio disc, contains five tracks which are basically all remixes of the main track, together with authentic Boing ball noises at the start and end of the disc.

> *... it's a kind of Eurovision-style pop that will no doubt find favour with Teutonic MOD writers...*





Annex performing to the Amiga theme song live at the WOA '98.

As for the tracks themselves, well, it's a kind of Eurovision-style pop that will no doubt find favour with Teutonic MOD writers, but for this jangling-guitar favourer, the best thing about the CD was watching the song being performed live at the show. AF

DISTRIBUTOR: Weird Science
(0116) 246 3800
PRICE: £4.99

OVERALL VERDICT:
Really stirring lyrics, extremely mediocre melody.

76%

Competition! WIN!

2 Power Flyers

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Additionally, up to four drives can be attached so there is no need for a separate IDE splitter or custom software like *IDE-Fix*. The Power Flyer also patches the Amiga scsi.device to support single drives larger than 4.2Gb. In short, it's the answer to all your hard-disk prayers, and we have two of these *AF* Gold award winning products to give away!



Just answer this simple question:

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A. The Titanic

B. The Spirit of St. Louis

C. The Louis of St. Spirit

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Answer ....

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Address:..

....

Postcode:..

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2. No correspondence will be entered into.
3. Winners will be selected at random from all correct entries received by the closing date.
4. Entries must be received by September 17th, 1998.

**Send your completed entry form to:
Power Flyer Competition,
Amiga Format,
29 Monmouth Street,
Bath, BA1 2BW.**

Elastic **Dreams**

Can **Nick Veitch** create the perfect face with this new "real-time" morphing software, or is it only in his dreams?

The chances are that you'll have already guessed exactly what sort of package this is from the screenshots dotted around the page. In a way it's an image processor, but it has a more "fun" angle than something like *ImageFX*, which means it has it's advantages and disadvantages.

Elastic Dreams is basically an Amiga equivalent of Kai's *Power Goo*. It isn't really designed for complex and precise image manipulation, but rather for quickly and easily distorting images into new, interesting and often hilarious new shapes. The documentation describes it as the only real-time morphing software, and that description is fairly accurate.

Quite simply, you load an image and then fiddle around with it, with the picture itself changing in real-time on the screen – depending on the speed of your Amiga, of course.

> **Once you have loaded an image, you can proceed to horribly disfigure it with all the tools at your disposal.**

LAYOUT

The program is divided into three main parts: the "Elastic" part which does the morphing, the "Compose" part used for composing multiple images and the "Manager" part which controls the overall settings and handles printing. All three share a common "fun" design philosophy, which is actually quite easy to use too, although it does mean you must have a 640x512 display.

The main part of the program is the Elastic module. Once you have loaded an image, you can proceed to horribly disfigure it with all the tools at your disposal. You have three main weapons in the shape of different drawing modes. Smear simply smudges one part of the image into another, Move preserves the centre of the affected image, but relocates it elsewhere, blurring the edges, and Wipe is hard to explain. Essentially, it multiplies the area originally covered by the brush along the line of stroke, which is handy for enlarging noses and lips.



The Manager controls all of the general preferences for the software.

Unusually, Undo is also a brush mode which restores the area affected to it's original values, which is very handy indeed. You can also revert to the original image if you screw everything up completely.

The brushes come in a variety of sizes, but because you are working in a fixed 320x300 area of the screen, accuracy is never going to be great.



Just think about the evil monsters you could create...

There is no way of creating your own brushes either, which is understandable but still a disappointment.

SEQUENCES

One of the best features of the software is the ability to create sequences. This is done by building up a series of key frames in the strip along the bottom. Each frame can be freely copied to or from the main window or deleted, making it really easy to string together an animation. Click on the Play button and the sequence is played back.

The slider next to it determines the number of tweening frames (from 1 to 256). Playback occurs on-screen at a decent rate with the right processor, so you can instantly see the results and make the necessary changes. Unfortunately, you can't morph between different images in this way.

ASPECT

One of the problems of the software is its insistence on dealing with square images. Any images that don't conform are simply squashed into place, although some more than others. If you are using Compose, it is advisable to make sure your images are the same size and in the correct scale to each other before you begin.

As *Elastic Dreams* automatically scales the images into a working buffer of either 320x320, 640x640 or 1280x1280 pixels, it might be handy to choose one of these sizes in the first place . You can easily do this with *FX Studio*, which is also supplied.

With oddly-shaped images it occasionally creates unwanted borders, but I guess if you are mainly using it to turn your friends and relatives into disfigured monsters, you will mostly be dealing with squarish portraits anyway.

EFFECTS

The most annoying thing about the included effects is in the lack of control over them. There is, as far as I can tell, no way to retarget the twirl function or any way to set the limits of it's power. You could do the effect and then use the undo brush mode to remove areas you didn't want twirled, but that requires a bit too much effort for me.

Similarly, the strength of the effect is difficult to adjust. The curvy slider may look nice but it is hard to estimate how strong the effect is going to be as there is no preview. You simply have to do it and see if it's what you wanted.

The effects are cumulative, so if you click on the button twice you'll get an effect twice as strong. As there is no preview, you may often find that this is the best way to apply the effects,

Anatomy of a Dream

The load and save buttons are for loading and saving the image to disk. You can pre-prepare (e.g. anti-alias etc.) or not, depending on the settings in the Manager.



One of the drawing modes, it smears and moves parts of the image around.

Probably the most useful drawing mode – ideal for relocating features

Another mode, best suited for lengthening smiles, etc.

Toggles mirrored drawing action on both sides.

This is also a drawing mode – it will undo your effects on selected parts of the image.

Reverts to the original image for this frame.

The range of brushes. Unfortunately, you can't define your own.

The effects list contains a number of useful items, though they are quite difficult to control.

These arrows are the only way to select an effect – you can't just click on them.

The play button plays the current sequence. The small slider determines the number of frames between keys and hence the speed.

The slider controls the strength of the effect above. Clicking on it performs the operation, with cumulative effect.

The arrows left and right of the panel scroll through the animation sequence.

The key frames for your sequence appear here and can be swapped with the main image or deleted with the arrows above and below.

The control panel navigates to the other parts of the software or calls up the AmigaGuide help.

Your keyframe sequences can be loaded or saved. These are independent of the actual image used.



This window displays the image to be overlayed.

You can load any image in one of the supported file formats.

The two buttons here will flip the image horizontally or vertically.

The compose control also determines the "weight" of the brush.

Smooth blends the images together to create an anti-aliasing effect.

Smear does just that and is very handy for tidying up the edges of blends.

The nominally background image is displayed here, although either of the smaller images can be copied over as the background.

The arrows copy the smaller image into the main window or vice versa.

Again, these buttons can flip the image horizontally or vertically.

This button brings up a save requestor so you can save the current main image.

The brushes are identical to the ones used in the "Elastic" module.

Again, the Navigator will take you to the other modules or call up the help.

Move allows you to reposition the entire superimposed layer.

The slider controls the cell of transparency, which can also help to smooth edges.

Continued overleaf ➡







They deserved it, every one of them. Er, I mean these are just some of the effects you can achieve in minutes.

building up slowly to the strength you want. To compound this problem, the range of strengths for some of the effects seems a little excessive. Using twirl, you will only have to go a tiny way down the strength bar to get a complete 360 degree effect, and much more will turn the image into mush.

The most useful effects turn out to be the Stretch and Squeeze (which are more or less analogous to Spherize and de-Spherize) and the "Sculpture" effects which are a mixture of the former. With a little more thought these could have been really useful, but in their present form it is more of a "suck it and see" proposition.

> Playback occurs on-screen at a decent rate with the right processor, so you can instantly see the results...

COMPOSING

The Compose module is very good indeed. Contained in the same overdesigned-style framework of panels and buttons, it is actually rather similar in functionality to something like *Photogenics*. Two images are loaded into the miniature windows at the top right and left. One can then be copied in as the background and you're ready to go.

The brushes work as before, and the strength slider on the compose button determines the mix of background to foreground. Again, the brush effects are cumulative, so for a really gentle effect you can use the smallest setting and build up the overlayed image with a series of strokes with the brush.

The best part of the Composer as far as I'm concerned is the Move button. Because the overlay is constructed as a layer, it can be seemlessly moved around the image to any position you want. You can do multiple compositions by simply loading in more images, although this will fix the current image. Loading in a new image for overlaying or changing the target on the current overlay image are the operations that will fix the main image. As a result, the main image remains pretty much undoable until the end.

I certainly intend to use *Elastic Dreams* in the future, not only so I can continue to upset Cathy, but also because the Composition tool is far easier to use than virtually any other software on the Amiga, even though you do have slightly less control over the results.

OUTPUT

Once you have finished composing a masterpiece, or evilly altering someone's features, there are a number of options available to you. Images can be saved out in IFF-Deep, ILBM or JPEG formats, as well as a host of others. You can even specify default frame sizes for output, which is handy if you are manually compiling an animation or want to use the images in some sort of multimedia presentation.

Completed animations can be saved out as single frames, as a standard ILBM anim5 file (in which case it will be reduced to 256 colours) or in the proprietary *Elastic Dreams* format.

Although I couldn't find any third party loaders or viewers for this format, it will apparently be supported by a number of packages.



The Compose module is actually surprisingly effective and easy to use.

CONCLUSION

Speed will probably be an issue for most Amiga owners. We tested this software extensively on arguably the fastest setup possible, an A4000 with a Cyberstorm '060/PPC (which *Elastic Dreams* fully supports) and a graphics card. Earlier attempts to use it on a plain '040 Amiga with AGA resulted in Ben falling asleep a lot.

MotionStudios make no claim that the software will run very well on anything less than an '040, so at least they are honest. Graphics manipulation, especially in nearly real-time, is extremely processor intensive. Just try running *Goo* on an '040-based Mac and see how quickly you go completely insane…

In the end, if you want to have fun fiddling around with graphics and you have the hardware to do it, this is a great piece of software. At £50 it's hardly expensive either.

Although it's never going to replace "proper" morphing tools, it's certainly fun to play with and, as I said, the composition tool is very fast and really easy to use.



Standard requestors, but a decidedly non-standard user interface.

SUPPLIER: Epic Marketing (0500) 131486.
Developer: MotionStudios.
PRICE: £49.99.
REQUIREMENTS: WB3, '030, AGA or gfx card, 8Mb RAM, 20Mb HD space.
TESTED ON: A4000/PPC, Cybervision 64/3D, 80Mb RAM.

Pros and Cons

- + Excellently grotesque results.
- + Easy to use.
- − No great control over effects.
- − Poor documentation.

OVERALL VERDICT:
Fun and easy to use with quality results, but lacking in control.

88%

Pace Solo

AMIGA GOLD FORMAT

When is a modem not a modem? When it's also a fax machine and answerphone. Ben Vost examines the *Pace Solo*.

You may think that the Pace Solo is an outrageously expensive modem. After all, two hundred notes for what is essentially a 56K modem is just too much unless it can offer features that the others don't, right? Well, the Pace Solo is so replete with additional features that you'll be ashamed of yourself for ever doubting it.

Let's start with physical appearances. There's no denying it: the Solo is butt-ugly. It's bulbous and bulky next to the Format Gold-rated Pace 56K. It has pretty buttons at the front that light up, which might be a saving grace if you like flashing buttons, but it's not nice-looking. However, that doesn't matter as it's performance you're after, right?.

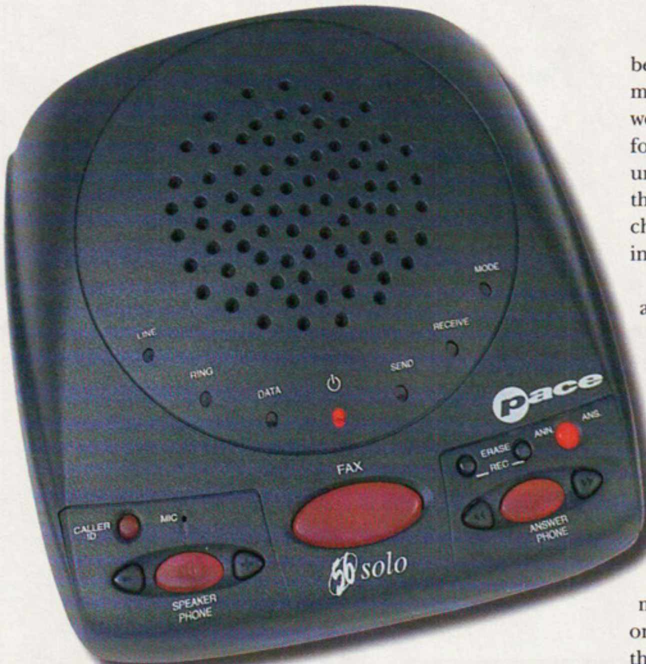
On that basis, the Solo performs well. In my area of Baaarth, the phone lines aren't much cop, but I get better results from the Pace than any of the other modems I've tried. Download rates of 4.5K are easily achieved over the Internet, given the usual luck, a following wind and downloading at 2am.

But it's for those of you who actually leave the house and don't have your machines left on constantly that the Solo is most useful. You see, it comes with built-in memory and can perform when your machine is turned off as possibly the world's most expensive (but also best specified) answerphone. It can also operate as a paperless fax machine.

> **... the Solo's user guide treats the modem not as a computer peripheral but as a piece of consumer electronics...**

It stores the messages and faxes in its memory, waiting for you to hit the playback button for messages, which are all handily prefixed with the caller's phone number (this has been designed for the UK so overseas readers might not get the benefit. I did say to Nick that I should be allowed to go to the Bahamas in order to test this important feature, but surprisingly, he demurred) and the time and date they called.

Faxes are obviously a little trickier, but when you turn on your machine, you can always start up *STFax* and retrieve the ones you received while you were down the chippy. Best of all, you can have remote access to the answerphone, etc and give it commands, such as to play your messages over the phone or switch itself on if you forgot to do so when you left the house (by letting the phone ring twenty times).



It's not just looks, it's what's underneath that counts, and that's where the Solo really excels.

The modem I got had a couple of problems. One was the level of the speaker. It seemed to jump from deafeningly loud to ear-strainingly quiet with no pause between, which also made it trickier for recording an outgoing message or voicemail greetings for *STFax*. Even the Active-supplied headset didn't really improve matters very much. However, since we got one hot off the presses and are pretty much the first magazine to review this modem, I guess that something so glaring won't be a problem with the modems you can buy.

On other topics, usually you discard all the documentation that comes with a modem as being pointless and only for other platforms, but the Solo's user guide treats the modem not as a computer peripheral but as a piece of consumer electronics and gives it the attention it deserves in a well-written and clear manual.

The new version of *STFax* that has been updated to support this precise modem is also still a joy and now also works with Vapor's *Contact Manager* that forms part of *NetConnect 2* and is a unified address book for all manner of things. When you now start *STFax* it checks to see if there are any messages in your modem and downloads them.

The only thing that isn't quite right at the moment is the fact that the telephone number is garbled in the translation, but hey, another patch to *STFax* will fix that.

Overall, this is a cracking piece of kit. Together with *STfax* it's nigh on unbeatable. The only thing I would love to see is the ability to move an *STFax*-created voicemail system to the modem so callers get the same response when your machine's offline as they do when it's on, but that would use up so much of the modem's memory that it's not really a viable request.

Run your office from one Amiga, a phone line and the Pace Solo. No-one will be able to tell the difference between that and a multinational corporation. Marvellous.

SUPPLIER: Active Technologies (01325) 460116
MACHINE TESTED ON: A3000/'060, 128Mb fast RAM, Picasso IV
PRICE: £199.95
REQUIREMENTS: For the modem – none. *STFax* – hard drive, 4Mb fast RAM minimum

Pros and Cons

- \+ It does everything!
- \+ *STFax* works beautifully with it.
- \+ Good manual for the modem.
- \- It's not very pretty.

OVERALL VERDICT:
It's not cheap but it is the best bit of comms kit for the Amiga, ever.

96%

Reader Reviews

Movieshop

A place where you buy films or dedicated Amiga video editing software? **Gary Leach** has the answer.

Movieshop is a non-linear editing (NLE) application for Amiga and Draco machines. This review was based on version 4.3 of *Movieshop*, running on an Amiga A4000/'060 using the V-Lab Motion System and Toccata Zorro II cards.

The first step with *Movieshop* is to define the project settings. Two dedicated hard drive partitions are required, one each for audio and video. These partitions are not formatted as standard AmigaDOS partitions but are written in a special format designed for audio and video streams.

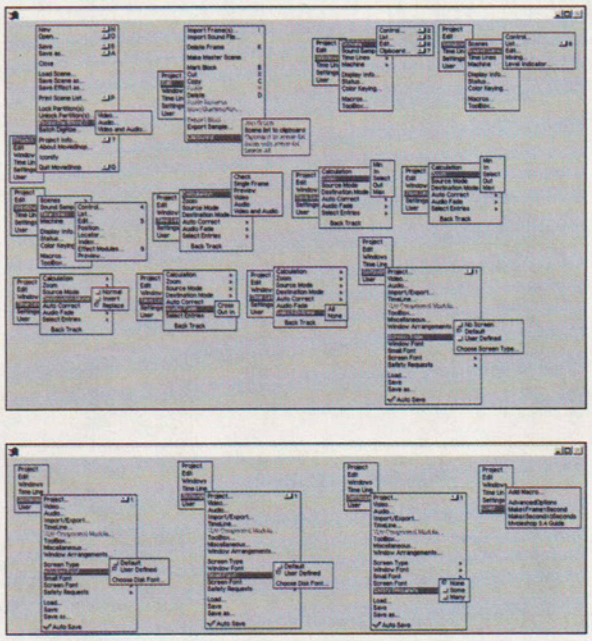
In addition to specifying the drive partitions, the image and sound quality settings must be defined. The user also needs to tell *Movieshop* which inputs on the VLM and Toccata cards are to be used for capture of the source material.

The next step is to capture the source material. Simply hit play on the camcorder or VCR that is connected to the VLM and Toccata cards. Click record on *Movieshop*'s scene control window and sit back and wait while it captures video and sound in real time.

> "Once you have tasted the joys of non-linear editing, you would not want to go back to linear editing..."

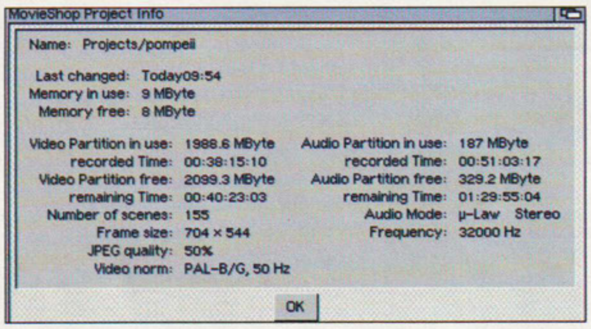
Once this source is stored, it can be played back directly from the hard drive at the full 25fps (30fps NTSC). This process can be repeated to capture all the material from different tapes which are needed for the project. At this point, the camcorder/video recorder can be put away – no more moving back and forth through tapes for me.

Since the video and sound are all stored digitally, they can be manipulated and edited in a variety of ways. The captured material can be cut up into scenes and any unwanted material discarded. All the normal editing facilities you'd expect can be applied to the video scenes, like copy, cut, paste, etc. Scenes can also be grouped together in a hierarchical structure. The Scenes List window allows the tree of scenes to be navigated, and as scenes are edited, *Movieshop* keeps the video and audio perfectly synchronised, a facility many equivalent PC-based packages fail to manage.



All the various menu options available in the user interface.

Once all the scenes have been edited, it's time to define the sequence they fit together in a time line. Scenes can be dragged and dropped onto a timeline and positioned in the desired sequence. Within the timeline it's also possible to perform a variety of special effects on the video. The simplest example involves a cross-fade between two scenes. This is done by overlapping the two scenes and then dropping the fade operator onto the overlap.



The *Movieshop* project info showing the size of partition, % quality settings, etc.

Many more special effects can be performed and they can be nested. For example, you could drop four scenes onto the time line, scale each scene and position them side by side, possibly with a fifth scene in the background.

The soundtrack of scenes can be edited on the timeline by altering its envelope. This allows you to produce effects like smoothly fading the sound, along with video transitions.

Once you have tasted the joys of non-linear editing, you would not want to go back to linear editing via machine control. The *Movieshop* system allows the video editor to concentrate on the creative side of video making, without having to wrestle with technology.

The downside to all this is that the V-Lab Motion and Toccata cards are no longer produced. However, a more advanced solution is available in the form of the Draco machine (the first Amiga clone). The main advantage of the Draco is its high speed bus which allows higher quality video settings to be used. Its hardware is also capable of exceeding the 4Gb partition limit of the Amiga VLM card.

THE HARDWARE

The V-Lab Motion card is a Zorro II card which captures video signals from any video device capable of supplying either a composite or S-Video output. The video is compressed in real time and stored on a hard drive. Each video frame is actually composed of two interlaced video fields, and each field is stored in the familiar JPEG format. The VLM can then replay the stored video in real time to either a composite or S-Video video recorder.

The Toccata 16-bit sound card captures and plays back audio to and from any device via a dedicated hard drive partition. It has multiple inputs, all of which are software selectable. The

NICK'S VERDICT

We have used Movieshop quite a bit in the AF offices, and been pretty impressed by it. The interface is a little complicated and hard to get to grips with at first, but it is very powerful, and the V-Lab Motion itself is an inspired piece of hardware. Sadly, if you don't have the card, you're unlikely to get hold of one now, but some second-hand ones do appear from time to time - check Reader Ads!

YOUR REVIEWS

Have you got any software or hardware you couldn't live without? Got any that you'd happily chuck in the bin? Write a fair and accurate review of about 750 words and you could see your work appear in *AF*!

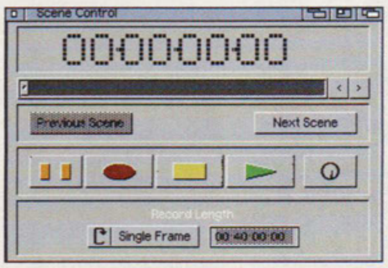
We will also need some good photographs of the hardware under review and a passport photo of you. Send your reviews to:
***Amiga Format* • Reader Reviews • 30 Monmouth Street • Bath • Somerset • BA1 2BW**

SPECIAL EFFECTS

***Movieshop* comes with a standard set of effects operators and extra disks are available to plug in. These effects are simply dragged into the required position on the timeline and the frames are rendered. The effects I currently have installed are:**

Alpha • Background • Bars • Border • CircleWipe • Collapse • ColorDepth • ColorToGrey • Compose • Cone • Control • Crop • CrossWave • Cube • CVBS • Cylinder • Delay • Disc • DynamicRange • Explode • Fade • FalseColor • FlashLight • Flip • Freeze • Funnel • HalfSphere • Import • ImportAlpha • LineArt • Mask • Mirror • Mosaic • Negative • Noise • Nop • PageTurn • Pyramid • QuickScale • Relief • Roll • Rotate • Scale2 • Shadow • Sharpen • Shift • Soften • Sphere • T3D2 • Telescope • TimeCode • Title2 • Trapezium • Triangle • Twirl • Wave • Wipe.

There are several more disks available that contain additional effects operators.



The on screen transport control for recording/playback of video

Toccata card can also be used as a standalone 16-bit sound card and comes with a version of the *Samplitude* sound digitising and editing software. *Octamed SoundStudio* will also output to Toccata and AHI drivers are available.

QUALITY VS TIME

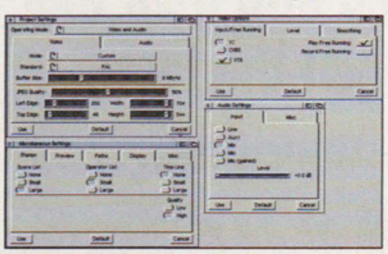
There is an inevitable trade off between quality settings and the length of video and audio which can be stored on a hard drive. In addition, the Amiga is limited by the Zorro bandwidth, in terms of the amount of data that can be pushed through the cards. The length of video that can be captured will also depend on the complexity of the video images. The desired final output format should also be considered when deciding on the quality settings.

I find that a setting of 50% is more than adequate for projects aimed at VHS. My 4Gb hard drive (the current maximum for a single *Movieshop* video partition) stored 75 minutes of video on my last project.

THE USER INTERFACE

The *Movieshop* environment is extremely flexible and can be quite daunting for new users. It is based around a multitude of windows which all control some part of the video editing process. All windows are launched from the various menus and sub menu options. There are keyboard shortcuts for menus and users can define their own as well. There is also a window to save and load favourite window arrangements.

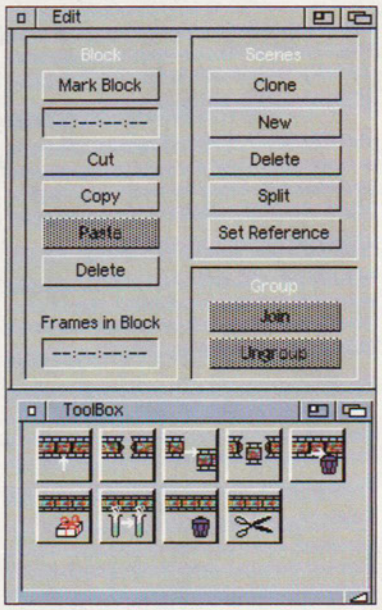
This style of user interface may not be to everyone's taste but there is no denying its flexibility. *Movieshop 5.0* is in development and appears to have a re-worked interface, which I hope retains the current flexibility.



The various dialogues for *Movieshop* preference settings.

THE AREXX CONNECTION

If all the flexibility within *Movieshop* isn't enough then consider that it has a full ARexx interface and can import and export video and sound to/from other packages. It is possible to set up a script to go through a video scene frame by frame and add special effects, such as lens flares, fire etc. with a package like *ImageFX*. The soundtrack can also be manipulated to add echoes, reverb, etc. in a similar way.

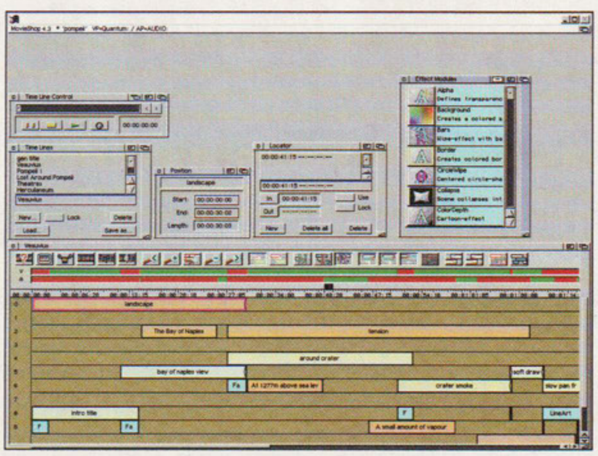


The edit toolbox.

COMPUTER GENERATED IMAGES

As *Movieshop* can import graphics files, you can create frames of animation using software like *Imagine* and then play them at the full 25fps. It is even possible to shoot video against a blue or green backdrop (chromakeying) and then combine this with 3D-generated images via *ImageFX*'s CineMatte hook.

Render some more computer generated images on a blue background and you can layer these in front of the chromakeyed video. In this way, it's easy to create such scenes as virtual studios.



An example timeline window with the associated transport controls and the effects window.



A list of scenes: the pictures show scenes from my Legacy of Vesuvius video (see http://www.psi-corps.demon.co.uk for more info).

NON LINEAR EDITING & LINEAR EDITING

The traditional mechanism for editing between video tapes involved using hardware that allowed the Amiga to control the source and record decks. Products like Gold Disk's *Video Director* package provides an affordable means of achieving this. In this linear mode, the software allows edit points to be defined and then an edited tape is made by moving backwards and forwards through the source tape, activating the record deck as required.

With consumer equipment, it isn't possible to achieve an accuracy better than +/- 5 frames. The editing process is also quite time consuming, but not as bad as doing it all by hand. Combining this kind of hardware with a genlock can produce good results, though.

Non-linear editing is more flexible and provides complete frame accuracy. Video and sound are captured first and stored digitally on computer. Now the video can be edited without using the original source tapes. The record deck is only used to record the final edit when all the editing has been done. AF

Unfortunately, *Movieshop* isn't currently available. The best way to get your hands on a copy would be to try our free Reader Ads section.

OVERALL VERDICT:
The best non-linear video editing software for the Amiga, ever.

98%

ON SALE NOW!



TOMORROW'S GEAR TODAY...

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The best places around the world to buy Amiga hardware and software.

AUSTRALIA

Comfix Computer Maintenance, 111 Cambridge Street, West Leederville, WA, 6007. ☎ +61 (08) 9388 1665.
Provides Amiga software and hardware support.

Unitech Electronics, 8b Tummul Place, St. Andrews, Sydney, NSW. ☎ 02 9820 3555.
All hardware and software and also make own cables. Very professional and helpful.

G. Soft Pty Ltd, Shop 4 / 2 Anderson Walk, Smithfield, South Australia, 5114. Also at 33 Adelaide Road, Gawler, South Australia, 5118. ☎ 08 8284 1266, email gsoft@cobweb.com.au.
New and used hardware and software, repairs, tech support and advice. Family run, helpful, will custom-make tower systems and will give any hardware a custom colour scheme of your choice.

Computer Magic, 44 Pascoe Vale Road, Moonee Ponds, Victoria. ☎ 03 9326 0133.

Desktop Utilities, Shop 13, Manuka Court, Manuka, Canberra. ACT. ☎ 02 6239 6658.

MVB Computer Supplies, 506 Dorset Road, Croydon, Victoria. ☎ 03 9725 6255.

Synapse Computers, 190 Riding Road, Hawthorne, Queensland. ☎ 07 3899 0980.

AUSTRIA

M.A.R. EDV Systeme, Karlsplatz 1, A-1010 Wien. ☎ 431 5057444. Sells hardware and software and offers an Amiga repair service.

BELGIUM

Amiga Service, Rue Du Nord, 93, 6180 Courcelles. ☎ 32 71 458244. PD, CD-ROM, software, hardware and services like scanning, hard drive recovery and laser printing.

AFI (Applications Formations Informatiques), Place des Déportés, 7 (ancienne place Maguin), 4000 Liege, Belgium. 32 4227 6588.
Full Amiga range, lots of second-hand stuff and good advice.

Click!, Boomsesteen Weg 468, B-2610, Wilrijk. ☎ 32 3828 1815.

Generation Amiga, Rue de l' Hotel, Des Monnaies, 120-122, 1060 Brussels. ☎ 322538 9360.

Amiga City, Avenue du Prince, Heritier, 176, 1200 Brussels. ☎ 32 2736 6111.

Digital Precision, Chaussee de Jette, 330, 1090 Brussels. ☎ 32 2426 0504.

GERMANY

ADX Datentechnik, Haldesdorfer Str. 119, 22179 Hamburg. ☎ 040 642 02656.
Hardware and software reseller.

Softwarevertrieb Kanzmeier, Senator-Balcke-Str. 85, 28279 Bremen. ☎/fax 04 218 31682, email 01461.2277@compuserve.com

ITALY

Robymax, Via Varvariana, 14, 00133, Rome, Italy. ☎ 06 2042 7234, email robymax@mclink.it
Amiga CD-ROMs, games and hardware for sale.

Non Solo Soft, Casella Postale 63, 10023, Chieri, Italy. ☎ 011 9415237, email solo3@chierinet.it
Full range of Amiga software and hardware.

NETHERLANDS

Barlage-Denhaag, Rabarberstraat 142a, 2563 RP Den Haag, Holland. ☎ 070 448 0282, email barlage@mailbox.hol.nl
Hardware and software supplier.

Computer City, Zebrastraat 7-9, NL 3064 LR, Rotterdam. ☎ 31 10 4517722, email info@compcity.nl
Nearly all Amiga products and helpful staff too.

Amigis, Spanjaardstraat 53, 4331 Ep, Middelburg. ☎ 0110 625632, email info@amigin.nl
Amiga hardware and software.

PORTUGAL

Audiovisual, Rua Maria Matos, 6 – C/V Dta, 2675 Ramada, Portugal. ☎ 351 1943264, email info@audiovisual.net
Portuguese dealer and distributor, promises best prices for hardware and software.

RUSSIAN FED.

AmigaLine, Moscow, Zorge 6. ☎ 7095 943 3941 or 7095 943 3871, email ambartsumian@glas.apc.org
An Amiga-oriented computer shop located in Moscow.

Amiga Service, Office 309, Bumazhnaya Str 3, Sankt-Peterburg, 198020. ☎ 812 1868842. A1200 hardware.

SPAIN

Club Byte, C/D. Juan de Mena, 21 bajo Izq, 46008 Valencia. ☎/fax (96) 3921567.

SWITZERLAND

Applimatic SA, Rte-de-Montreux 49, CH-1618 Châtel-St-Denis, Switzerland. ☎ +41 21 931431.

UK

Classic, 11 Deansgate, Radcliffe, Manchester, ☎ 0161 7231638.
PD, commercial games, CD^{32}, CD-ROMs, hard drives, CD-ROM drives, A1200s, floppy drives, disks, modems. Free fitting service on hard drives.

Level 7, 113 Victoria Road West, Cleveleys. ☎ 01253 859004.

Mays, 57 Church Gate, Leicester city centre. ☎ 0116 2516789.
Hardware, games and utilities.

Cavendish Computers, 144 Charles Street, Leicester. ☎ 0116 2510066.
Hardware (old), games and utilities.

Electronics Boutique, Gallowtree Gate, Leicester city centre.
Stocks games, a bit slow on new games.

Planet Games, 3 Royal Oak Buildings, Waterloo Road, Blackpool. ☎ 01253 348738.

Game, Sheffield Town Centre. ☎ 0114 2729300.
Sells games and utility disks, and it is also possible for customers to reserve games.

Swops, Corner of Bold Street, Fleetwood. ☎ 0123 776977.

Electronics Boutique, 30 The Mall, Golden Square, Warrington, Cheshire. ☎ 01925 240731.
Selection of software and peripherals.

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Send entries to: Shopwatch • Amiga Format • 30 Monmouth Street • Bath • Somerset • BA1 2BW.



Workbench



AFCD30:-In_the_Mag-/Workbench

Sick software or hardware? John Kennedy has the cure. Write to: **Workbench • Amiga Format • 30 Monmouth Street • Bath • Somerset • BA1 2BW.**

SLAVE REVOLTS!

Some time ago I bought a second-hand IBM hard drive to go with the new accelerator for my A1200, as my old Conner drive wasn't compatible with it.

Since I had a two-way IDE connector I thought that I could simply transfer my software from the old 3.5" Conner drive onto the 2.5" IBM drive directly by having both of them installed at the same time while the accelerator was removed.

I got hold of a copy of *HDPrep* from PF Power and tried fiddling with the various jumper configurations on the drives, but to no avail. I just couldn't get the system to recognise both drives at the same time. I resigned myself to the tedious task of reinstalling all my favourite software to the new drive and transferring all my music mods, animations and artwork via floppy disk.

Unfortunately, I soon discovered that somewhere along the line the drive type of the Conner drive had been changed to :ABL,DB %2!0", and when I tried changing it back with *HDPrep* (luckily I had saved the drive-type details) I got a requestor warning me that all partitions would be lost.

I cancelled the operation and put the hard drive to one side. I desperately want to get at the information on the Conner drive as it contains some artwork and music mods which I haven't got backup copies of. Can you help?

Ben Veal
London

It was a good plan, with only one flaw – it was never going to work. You were right in thinking that it's possible to have two IDE hard drives connected at once. However, I've never heard of it being possible to connect a 3.5" and a 2.5" drive. IDE drives work in pairs called "master" and "slave". You MUST set the jumpers on the drives themselves so they know which they are.

Unfortunately, most 2.5" IDE drives do not have these jumpers as they are not designed to be used in a desktop. Instead, they are designed to be used in a laptop where only one drive at a time is par for the course.

If you are lucky, the information is still on the Conner drive, and if you re-write exactly the same partition format it will appear again. As long as you don't re-format the drive, there is a good chance you can retrieve everything.

The best way to copy data from a 2.5" drive to a 3.5" drive is to install the new drive in a separate Amiga and then use PARnet *or similar to copy it all across. It takes overnight, but it works.*

UPGRADE PROBLEMS

I have an A1200 and recently decided to increase the memory and upgrade the accelerator as the venerable 1220 card had the maximum memory it was capable of accepting. After due consideration I decided to go for a Magnum '060 50MHz with 32Mb memory, which I have since found out is a re-badged Apollo.

After removing the 1220 and replacing it with the '060 card (after first installing the libraries as indicated in the manual, as I do actually read the instructions before I attempt something) I then switched on to be presented with a red screen.

After much work and research I have been informed that the rev2B board requires a small mod to get it to work with the Apollo '060 board.

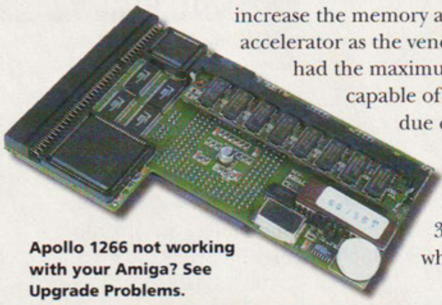
As an electronics technician quite used to working with SMD in much more complex devices than a simple computer, I would like to undertake this mod myself, but everyone I have contacted about this says it is too difficult for the layman and that if I send it to them with a great wodge of cash they will do it for me.

Can you tell me what this mod is and warn other people about it as it will be an unexpected expense to those considering an '060 card, at least the Apollo one anyway.

Bernard Child
Broadstairs

I'm afraid I don't know the details required to upgrade the A1200 to the right revision to work with your card and you have my sympathy as you rightly feel let down. It's not fair that you have bought an '060 card only to find it's not compatible and I suspect the trading standards people might feel the same way if you asked them.

If I do find out what kind of upgrade is needed, I'll be sure to mention it. I couldn't find it on Aminet, so if anyone has any idea then please write in.



Apollo 1266 not working with your Amiga? See Upgrade Problems.

OUTSIDE DRIVE

My uncle recently gave me a Caviar 2540 3.5" external IDE hard drive. I have called three different companies about the cables necessary to connect it up to my A1200 (which isn't towered up). The first said that no external IDE hard drives worked properly on the Amiga. The second said external IDE hard drives normally worked fine but not this particular model. The third said it would work fine with the right cables and power lead but they didn't have any.

I want to know if this hard drive will work. If it will, where do I get the cables and power lead from? Can I connect a printer, hard drive, CD-ROM, etc at the same time, without buying a tower?

Fred Fulford

When you say "external", do you mean it's housed in its own box with its own PSU? External IDE hard drives aren't particularly common, which is why the dealers may have had conflicting views. In theory it will work as the Amiga will work with the vast majority of IDE hard drives and virtually all modern mechanisms. In fact, in theory you could remove the drive mechanism from its casing and mount it inside the Amiga itself, as long as the drive wasn't too large.

Failing that, how you wire up the drive depends on the connections it has on its case. You may find you have to take the case apart and pass more standard IDE cable into the unit, then fix it directly to the hard drive. You can then use an ordinary 2.5" to 3.5" IDE adaptor kit, available from dealers like Eyetech. The bottom line is that you will probably have to do a little DIY.

You can connect a printer to any Amiga, in a tower or not. The more drives you want to connect, the more attractive a tower case becomes, as it provides a secure and reliable way of housing and powering them all.

A600 UPGRADE

I am soon going to upgrade my creaky old A600 to an A1200 and I have three questions for you.

1 What sort of accelerator is needed to play games like *Doom* with a respectable window size? I am only really interested in games, so if an FPU is just something that renders 3D objects faster, do I need one?

2 Do some CD-ROM games need a particular drive speed? I have seen games on PCs which specifically need 4x drives, but is this the same with the

Amiga? I am not particularly bothered about loading times.

3 What is a SCSI device? All I know is that you need one for some hard drives and CD-ROM drives.

Sam Blanning
Wisbech

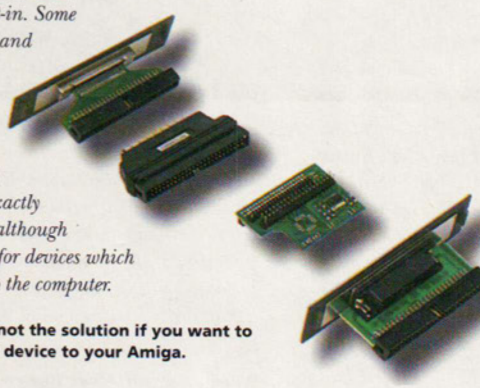
Hurrah! Good move, ditching the A600. Like an old and smelly pair of trainers, there's not a lot you can do with them any more.

1 *You need the fastest possible graphics card ever made, but failing that a nippy '030 or better will do. You'll never get to play it at totally top whack without a graphics card I'm afraid, but an '030 is still pretty good.*

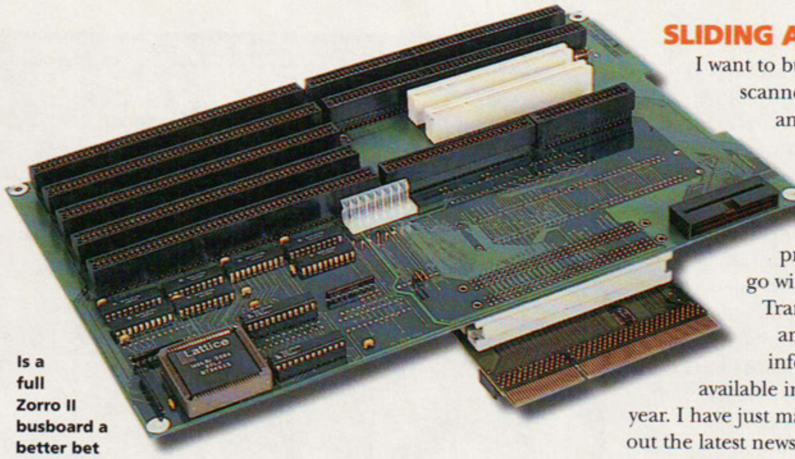
I believe some versions of Doom *require an FPU and others don't. The relatively low cost of an FPU means I would recommend you get it anyway. If you use any program which is maths intensive it will help.*

2 *Not really. CD-ROM is still a bit of a novelty on the Amiga so a quad-speed is good enough. I have four computers in my office with CD-ROM drives and the quickest is "only" 6x. I don't think I'm missing out on anything.*

3 *SCSI and IDE are two different standards that are used for connecting hardware like disk drives and CD-ROM drives to your Amiga. The Amiga 1200 (and the A600) has an IDE interface built-in. Some other Amigas and accelerator cards have a SCSI interface built-in. They basically do exactly the same job, although SCSI is better for devices which are external to the computer.*



An adaptor is not the solution if you want to connect a SCSI device to your Amiga.



Is a full Zorro II busboard a better bet for expansion than a single slot? See Graphics Card Games.

GRAPHICS CARD GAMES

I recently saw an advert for a Zorro board with one graphics card slot (Eyetech) for £250. I would like to know if buying this is a good idea or not. I am only really interested in using it for playing games like *Quake* and I don't really have a need for graphics, etc.

Is buying this Zorro slot and graphics card a good idea or should I save up for another? Also, do I need to put my Amiga into a tower and, if so, is an Eyetech one suitable?

Ross Whiteford

It certainly is a good idea if you need a graphics card as there's just no other way of connecting a graphics card to the A1200 at the moment, and the one-slot solution is the cheapest. Only you can judge if 250 quid for a faster display for your games is worthwhile.

You don't have to put your Amiga in a tower case when using the Zorro adaptor, but it will look very messy and DIY if you don't. I don't know what kind of CPU your Amiga has, but maybe you should think about improving that before going for a new graphics card solution.

SLIDING AWAY

I want to buy a transparency scanner for my Amiga 1200 and was told at the beginning of this year that Power Computing were likely to be producing software to go with the Epson Transparency Scanners, and that more information would be available in the middle of the year. I have just made enquiries to find out the latest news and was told that they are not actually going to be doing the software now. Could you please tell me who, if anyone, is going to do so?

In the meantime, I am frustrated as I have to get prints taken from my transparencies before I can put them onto my A1200 for digital imaging work.

I have an Epson 5000GT flatbed scanner but my photography is usually slide work these days.

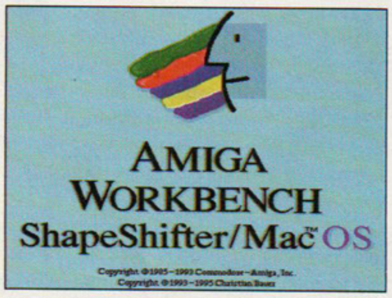
Patricia Charlton
Paignton

Too bad about Power dropping support for the slide scanner, although you can see it from their point of view in that they have to pay a programmer to write the software. These days, the projected sales might not even cover this basic cost. Take it from someone who knows, writing Amiga drivers for PC hardware is not easy. Information is extremely difficult to come by and few manufacturers are keen on handing out details to anyone who just rings them up and asks.

A driver for hardware occasionally pops up on Aminet so it's worth keeping an eye open. Paying commercially for scans to be made of slides is ludicrously expensive so perhaps you had better make friends with the local bureau who handle this kind of thing.

The best solution I can come with is emulation. The Amiga can do a very passable impression of an Apple Mac, and that includes supporting scanners. It's possible to use Fusion *or* ShapeShifter *to run enough of an Apple system to connect to the scanner and then pop back to the Amiga to do all the hard work.*

I say Apple instead of PC because all PC graphics programs will require Windows and the Amiga's emulation of the PC isn't up to running Windows.



Mac emulation on your Amiga might get that scanner working.

SCSI & PRINTING

I have two problems I was hoping you could help me with.

1 Is there any way of connecting a SCSI CD-ROM drive via the IDE interface? I ask this because my '030 accelerator with 8Mb on board overrides the PCMCIA slot on my A1200, so every time I want to use the CD-ROM I have to remove the Viper Mk IV.

2 I recently bought an Epson Stylus 300 and the excellent *Turboprint*. Excellent, that is, apart from one thing: if I use the *Graphics Publisher* to print more than one picture at a time there is a dramatic loss of quality. This might seem like a minor gripe, but when I indexed my *Worms* custom levels I had to print each one separately, and with 14 to a page it took a very long time.

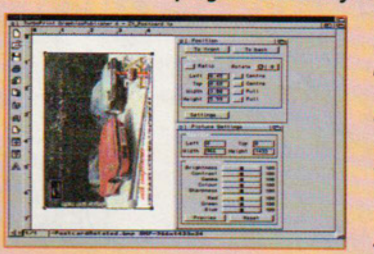
D. C. Richards
Blackwood

1 I think there was once a piece of hardware that connected to the IDE interface and converted it to a SCSI port, but I could have imagined it. The interfaces certainly work in totally different ways and with totally different wiring standards, so you have no hope of simply bunging the CD-ROM drive onto the IDE pins and hoping for the best.

Perhaps your best bet would be to track down a SCSI interface for your accelerator (if one exists), or sell the CD-ROM drive mechanism and get an IDE/ATAPI mechanism in it's place, along with the necessary interface and software.

2 Odd that quality should drop when you try to print more than one picture. I wonder if the program is memory related? If you don't have it already,* Turboprint 6 *could be the answer to your problems as it features the ability to spool images in the background form your hard drive – it's a form of virtual memory, if you like.

Get in touch with Wizard to see if upgrading will solve your problem and also to see if it's possible to get an upgrade discount.



***TurboPrint* should have no problem printing several pictures to the page.**

Continued overleaf ➡

VERY GOOD AMIGA?

I own an A1200 with a 24 speed CD-ROM drive in a tower with a buffer card. I am going to add a 3.2Gb hard drive and I want to get a good monitor because I'm using a TV at the moment.

I am considering buying the external scandoubler and then a VGA monitor. What is the difference between VGA and SVGA monitors and will an SVGA need a scandoubler? Will it even work with my computer?

Also, are there any plans for a PPC version of *Quake*? Would I be better off buying an '060 Zorro adaptor and graphics card or a PPC and the forthcoming graphics card for that? Which would be cheaper?

Joe McIlwraith
Notts

VGA, or Video Graphics Adaptor, was the original standard used on IBM PCs. It allows up to 256 colours and a resolution of 640 by 480. If a monitor is designed specifically for VGA, you might find it cannot display a screen mode larger than this and it might only support "digital" colours, which effectively means it's useless as far as the Amiga is concerned. SVGA is considerably more flexible and all monitors you can buy these days (Amiga-specific models included) are SVGA compatible.

The maximum screen mode size depends on the monitor itself, not the SVGA label attached to it. To use an SVGA monitor you will need a scandoubler because you'll have to jiggle the Amiga's screen modes to suit the monitor better. And yes, it will work on your A1200.

There probably will be a PPC version of Quake, *but you'll have to wait and see. Which is cheaper: a PPC or a 68060 card? Check out the adverts!*



VGA or SVGA? It's all the same these days. Either way, you'll want a scandoubler.

AMERICAN SOUND

I have an A1200 with 6Mb RAM and a 60Mb Western Digital hard disk, all inside a full tower case. However, I have no sound coming through the system at all unless I put it through my stereo, and even then it is of very low quality. What could be causing this problem and how can I get it fixed?

Also, can accessories like accelerators bought in America work on an English A1200? I'm going over there this year and I want to bring some stuff back.

Wesley Potter
Wigan

When you say you have no sound unless you put it through your stereo, how else were you listening to it? The Amiga only has a non-amplified output and no internal speaker so it's essential to pass the signal into something else in order to hear it. If your hi-fi makes it sound rough then either the cabling is at fault or the Amiga or hi-fi is damaged of malfunctioning in some way.

As long as the gear you bring back doesn't have a mains transformer with it and doesn't require connection to the mains supply, it should work fine. The only things which differ between here and the US are the mains voltage, video standards and attitudes to gun ownership laws, so unless you're planning to use an American spec genlock or a rifle, you shouldn't have a problem. You will have to pay VAT and Duty as you arrive back in the UK, of course.

What, no sound? Make sure you have the right audio output for your Amiga.



Workbench

10 things to do when:

You're having hard drive problems.

1 If your 2.5" drive won't boot from cold, it can sometimes make a difference if you cut Line 1 in the IDE cable.

2 When copying large files, does your Amiga hang or crash? Do some games – *Monkey Island*, for example – cause problems? You need to drop your MaxTransfer rate, mate.

3 Want to add more than one IDE hard disk drive? You'll need to adjust the jumpers so that one is a Master and one is the Slave.

4 Does your drive seem very slow? Try re-organising it to defragment files. Either copy everything off, reformat and copy it all back, or use a defragmentation utility.

5 Is your Amiga crashing after a new hard drive has been fitted? Perhaps you've overloaded the power supply. If you have extra floppies, a CD-ROM and loads of accelerators and memory, think about getting a new PSU too.

6 Does your software stop working after copying it from floppy to hard drive? You'll need to check for Assign statements and make sure you've copied all the files, including libraries. Use *SnoopDos* to see what's missing.

7 Want your hard drive to go faster? Easy – get the Power Flyer which can speed up your existing hard drives dramatically.

8 Want a hard drive on the cheap? Convince your PC-owning friends that they need Windows 98. To install it, they'll need to buy a new 2Gb hard drive, meaning you can have their old 850Mb drive for free.

9 Make the most of your hard drive by using it as a Virtual Memory system. Programs such as *TurboPrint* can temporarily store data on it.

10 Resurrect your old A500 or A600 and connect it via *PARnet* to your A1200. The older machines will then be able to share the hard drive on your A1200.

AMIGA ARTISTE

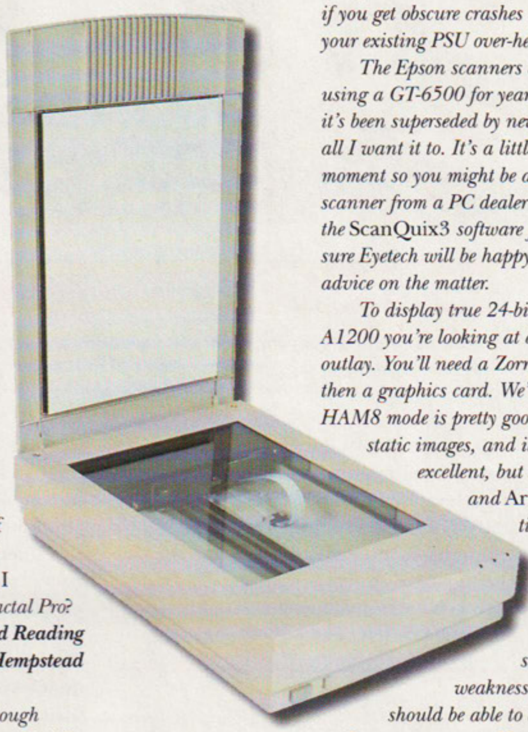
I am an artist and a proud owner of an Amiga 1200. I want to do scanning in HiRes and HAM and combine them with 3D rendered images and fractals.

At present, I have an Apollo 1230 Pro accelerator which has got a 68030 co-processor with FPU and MMU running at 40MHz and a 16Mb SIMM. Will this be good enough or will I need more chip RAM? I'm planning to buy a 1.4Gb hard drive very soon. Will this be big enough? Will I need a better power supply?

I'm looking to buy an Epson GT5000 flatbed scanner, but how good is it? How well and how quickly will it work with what I have and is the software good and easy to use, or is there something better in its price range?

Is it possible to display 24-bit graphics on an A1200 and if so, how much? Would *ImageFX* be appropriate software or can I still get hold of *Lightwave* or *Fractal Pro*?

David Reading
Hemel Hempstead



24-bit scanning can take up quite a lot of memory.

A 68030 is certainly not slow, although that's not to say an '040 or '060 wouldn't be faster. The thing to do is try it – if you need more speed, upgrade later on. As for chip RAM, you can't expand the amount you have, even if you want to. The Amiga has a limit of 2Mb for hardware reasons. You shouldn't need a new power supply with that set-up but it's hard to predict exactly. Again, if you get obscure crashes and you can smell your existing PSU over-heating, upgrade it.

The Epson scanners are great. I've been using a GT-6500 for years, and even though it's been superseded by new models, it still does all I want it to. It's a little over-priced at the moment so you might be able to get a cheaper scanner from a PC dealer and then use it with the ScanQuix3 *software from Eyetech. I'm sure Eyetech will be happy to give you more advice on the matter.*

To display true 24-bit graphics on the A1200 you're looking at a pretty major outlay. You'll need a Zorro card interface and then a graphics card. We're talking £250. HAM8 mode is pretty good if all you need is static images, and it's free. ImageFX *is excellent, but so are* Photogenics *and* Art Effect. *It's about time someone did a good head-to-head on all of these, pointing out their relative strengths and weaknesses, isn't it? You should be able to buy* Lightwave *without too many problems, although I'm not so sure about* Fractal Pro.

LIFTING THE BONNET ON SCSI

I've been buying *Amiga Format* since the start of your Under the Bonnet series. I've noticed this series is for advanced Amiga users rather than beginners. Having attended the WOA show, I'd decided that what I needed was an accelerator card with a built-in SCSI interface and a SCSI hard disk – until Chapter 4 of Under the Bonnet informed me that SCSI without a DMA controller card was a waste of time and money. Presumably I would need a large desktop model or a tower conversion to take advantage of the latter. This makes me feel like I'd be better off with a PC.

Jill Daniels
Coventry

No, you don't need a tower or desktop Amiga to use SCSI DMA, but the cheapest SCSI interfaces (Apollo, Magnum, etc) use polling rather than DMA controllers. The tutorial points out that this slows the processor during drive access, but does not say that a polled SCSI controller is 'a waste of time and money'.

SCSI supports more drives, longer cables and more types of drive than IDE. Scanners, DAT backup and CD writers all give SCSI a clear edge, whatever the controller. The intelligence of SCSI drives means they out-perform IDE on real work, with several drives running at once, because they can 'disconnect' and 'reconnect' while seeking data, giving other drives access to the controller while an IDE 'master' would lock up the bus.

The obvious choice of DMA accelerators for the A1200 is phase 5's Blizzard range. They're more expensive than the rest, but you get what you pay for. '030 and '060 versions WILL work inside an A1200 but PPC and '040 versions run too hot for reliable operation. The Viper Mark 5 supports SCSI DMA; it is no longer in production but worth looking out for second-hand if you're on a tight budget. PC programs stop and wait during disk access, even on Windows NT, because they can't multitask in a way that lets them get on with useful work while the drive is busy. This fatal flaw is a consequence of the 'non-re-entrant' system software and it makes considerations of DMA, polling, SCSI and IDE relatively immaterial – they're all crippled by the PC's design, or lack thereof.

Amigas don't have to be held back by bottlenecks, but when planning expansion you must understand the whole system to get optimal results. That's why we run advanced tutorials.

Simon Goodwin



Uncle Simon explains everything, but it's not necessarily suitable for the layman.

IF YOU HAVE A QUERY...

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:



John Kennedy.

- **Be concise.**
- **Detail the problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Hard Disk: .... **Mb**

Manufacturer: ....

Extra RAM fitted – type, size, (Mb) and manufacturer:

....

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Details of other hardware:

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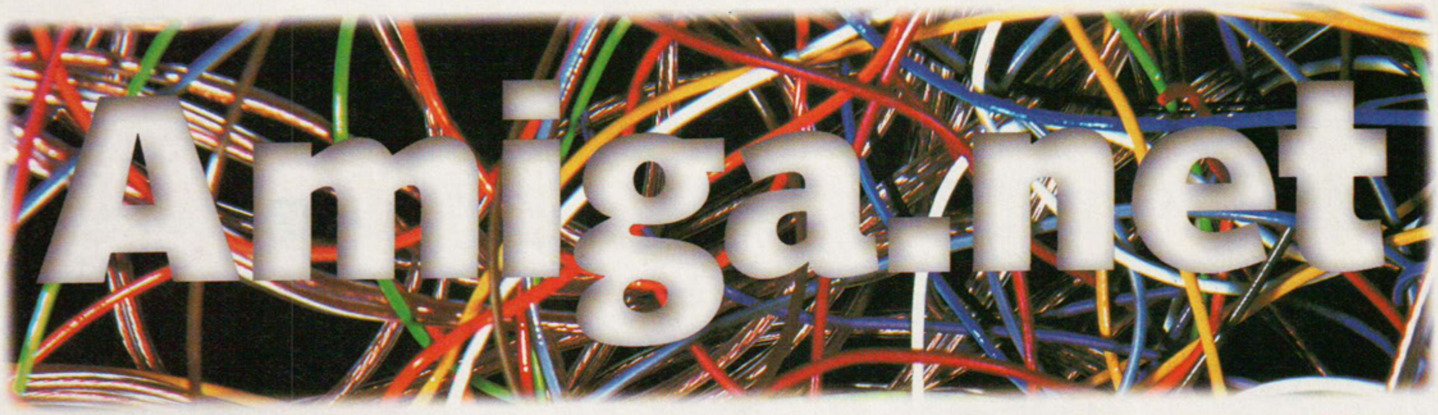
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Amiga.net

Dave Cusick looks at a way in which you can start to make your Net presence pay for itself.

CONTACT POINT

I can be reached with comments, suggestions and feedback at dave@dcus.demon.co.uk, or via my Web site at http://www.dcus.demon.co.uk/.

For years we've been told that e-commerce is about to take off, and now it finally seems as though a few companies are starting to make money over the Internet. The fact that most of these companies so far are American Net start-ups such as Yahoo and Netscape is neither here nor there; smaller companies are gradually starting to make a success of e-commerce.

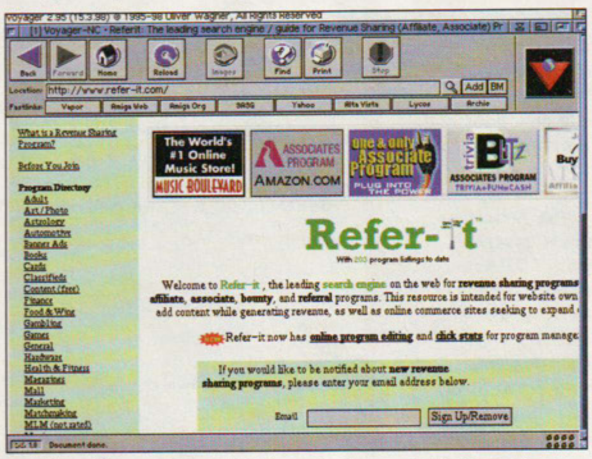
If you spend anything like as much time (and money!) online as me then you've probably wondered whether there is any way in which your Net connection could start to pay for itself, and possibly even enable you to make a small profit too. I'm not talking about attempting to sell banner advertising space either because, let's face it, unless you've got daily hits in the same order of magnitude as the likes of Yahoo, you're not realistically going to be able to make much, if any, money out of it.

As a means of covering expenses through sponsorship, banner adverts are all well and good, but as a means of earning you money, they can pretty much be dismissed straight away.

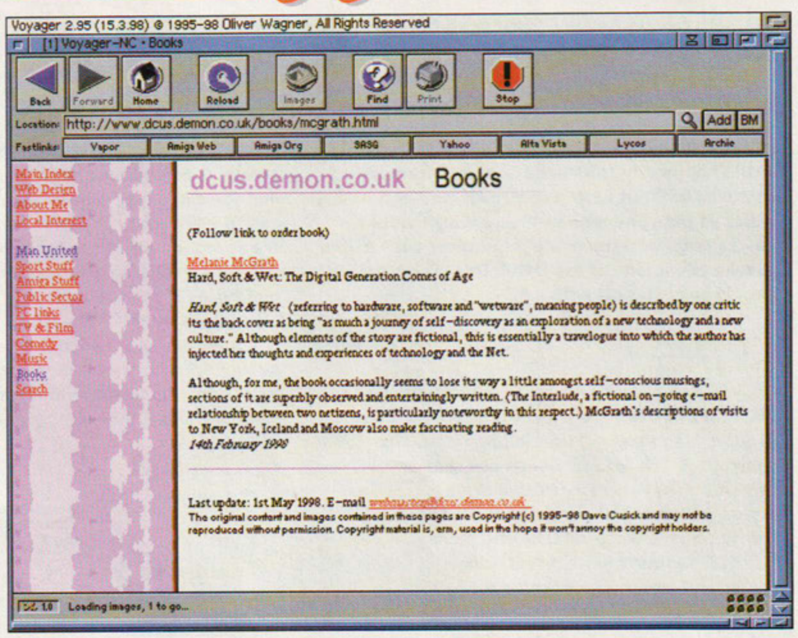
There are other schemes, however, and although you're unlikely to become a millionaire with any of them, they might at least earn you the odd freebie here and there.

So how is it done? Well, quite a few big corporate Websites will reward you for directing punters to their pages, perhaps by awarding you a credit of 10% of the value of any resulting purchases. Indeed, in some cases the companies concerned will actually send you cheques if you manage to direct enough purchasers to their pages.

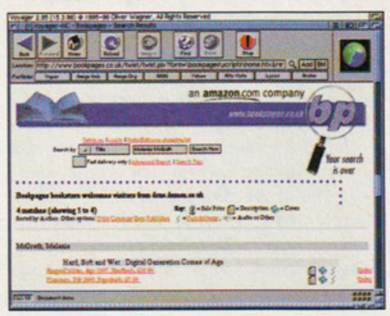
> "... although you're unlikely to become a millionaire with any of them, they might at least earn you the odd freebie..."



Refer-It.com may feature a main index that doesn't quite fit into my Voyager window, but it's nevertheless worth a look if you're eager to find sites which operate affiliated schemes.



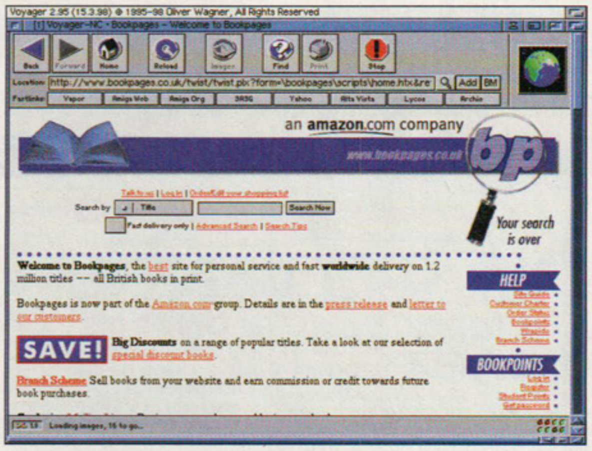
An example of adding Bookpages links to a Web site. Click on the link...



...and the book in question will be located within the Bookpages catalogue.

Most of the companies who offer such schemes are American, and not all of them will allow Brits to set up virtual branches. However, there are a fair few who are quite happy with this arrangement. Even though you yourself might not want to order a CD online from an American company, the chances are that some visitors to your site might (and it's worth bearing in mind the percentage of netizens who are American – a good third of the visitors to my site are, and it's a site with a considerable British bias!). There are also several British sites that are more than eager to recruit British surfers with their own Web space to the ranks of their virtual sales force.

So let's assume you've got a Website which you've dedicated hours towards building into one of the best in its field. How can you find a business for which you can become a virtual sales rep



Details of how to set up your own virtual branch can be found by following the appropriate link from the main Bookpages menu.

through your heavily hit site? If this was an American magazine I'd simply point you towards a site called Refer It , which lists a whole host of "Affiliated site programs" and actually attempts to rate these schemes in terms of their value to their potential signatories.

For Brits, and indeed everybody else bar the Americans, the site is worth a look, but the number of US-only schemes means that a wider search is probably necessary. Try scouring Web directories and search engines for businesses selling products similar to the things your site deals with, and see if any of them run affiliate schemes.

In general, you're going to have more luck if you can conveniently tie items such as computer software or hardware, books, CDs, films and flowers into your site, as they are the sorts of things which have traditionally sold well over the Internet. Having said that, theoretically there's no reason why there shouldn't be a business out there which runs a fishing tackle sales affiliate scheme, or something of a similar ilk.

If you're really feeling entrepreneurial, you might even want to try making contact with businesses who don't already run such schemes and suggest forging some sort of alliance, although if your site's only scoring a few dozen hits a week, your chances of success are obviously not going to be particularly high.

> *...all the vast majority of us can hope to achieve is to earn ourselves the odd extra treat once in a while...*

Most realistically, of course, all the vast majority of us can hope to achieve is to earn ourselves the odd extra treat once in a while, but since they're on offer, we might as well take advantage of them. There's no point looking a gift horse in the mouth, and similarly I'm not going to complain if, for instance, a few referrals from my page to the Bookpages site means that every few months I can select a book for free.

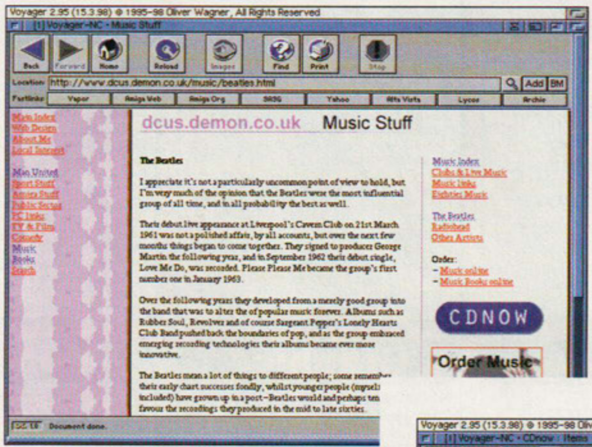
All that's generally involved in becoming a member of an affiliate scheme is cutting and pasting some HTML into the odd page on your Website.

From a certain point of view, enabling visitors to part with their pennies to purchase objects to which your site refers is a way of enhancing its content, turning what might already be a fairly comprehensive site on a particular topic into, quite literally, a one-stop-shop.

Obviously, don't go overboard. Nobody wants to visit a site which purports to be a valuable resource on a particular subject but which actually spends its entire time trying to flog something to them. However, at the end of the day, the rapidly increasing commercialisation of the Internet is not only inevitable, but in some ways it could also be desirable.

E-commerce will certainly make some people's lives easier, and it could eventually become even more widely accepted as the mail-order ("club book") catalogues with which we are all now so familiar.

In a sense, facilitating the easy movement from an information resource – i.e. your Website – to an online shop for those who want to make the jump is not only making things easier for them, but it could be in your best interests too. AF



Here I've signed up for CD-Now's affiliate scheme, adding links so that visitors to my site can get hold of CDs I've recommended.

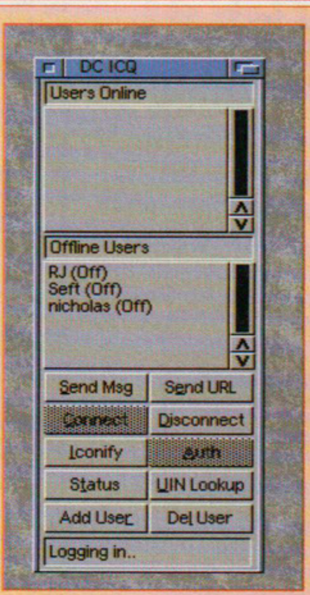


On clicking through the relevant links, visitors will see a screen like this. With the appropriate (Mac- and PC-only, unfortunately) software, they'll also be able to listen to RealAudio clips of the tunes my page talks about.

ICQ HERE, ICQ THERE

Although plans for an official Amiga version of *ICQ* have ground to a halt following Mirabilis' statement that no third parties will be allowed access to their *ICQ* protocol information, this doesn't seem to have deterred some industrious Amiga programmers. A selection of unofficial, and in all probability illegal, implementations of *ICQ* have appeared on the Internet of late, none of which are anything to do with Brian Gilbert and his campaign. Instead, they're apparently derived from some rogue *ICQ* source code posted on the Internet.

***Amiga Format*, of course, can't condone or encourage the use of any of these programs, since they almost certainly breach Mirabilis' source code copyright. However, in the interests of journalism I did give a couple of programs, namely *DC-ICQ* and *StrICQ*, a quick try, and they're not bad at all, even though they still lack some of the features of the real *ICQ*. If you want to get your hands on a copy of one, asking nicely in some IRC channels would be your best bet.**



WEB SITES OF INTEREST

Refer It – http://www.refer-it.com
Bookpages – http://www.bookpages.co.uk
CD-Now – http://www.cdnow.com

CREATIVE

The indispensable guide to getting the most out of your Amiga

Two of our tutorial series are now building up to their climax. Both the Icons and Graphics tutorials will finish next month, so you really can't afford to miss issue 115!

We will, of course, be replacing them with new tutorials, mainly from ideas we have had from the reader survey, the results of which were published in this issue of the magazine.

Of course, we are always open to suggestions, so please do keep those ideas rolling in.

Apart from ones asking for a tutorial on AMOS. I'm sorry, but just leave it, okay? If you really want to learn how to program, you should be following John Kennedy's excellent C tutorial instead.

Nick Veitch



SEND IT IN!

WE NEED YOUR INPUT.

Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

PROGRAMMING
Is there a language you can't get to grips with? Or maybe you want to know how to do a specific thing in C or ARexx? You might never find the answer unless you write in and tell us about it!

UNDER THE BONNET
Unsure of how how your Amiga really works. Not sure if you are getting the best from your hardware - write to us.

GRAPHICS
Is there something you desperately want to be able to draw? Drop us a line! Contact us at:

AF Creative • 30 Monmouth Street
Bath • Somerset BA1 2BW
Or email: amformat@futurenet.co.uk
putting "Creative" in the subject line.

Amiga Icons

Give your icons a touch of class as Ash Thomas introduces some advanced drawing methods.

AFCD30:-In_the_Mag-/Icons

ON THIS MONTH'S CD

When you are creating icons, one of the major stumbling blocks is the size of the area you are working with. For *NewIcons,* the 36x40 standard isn't too bad, but *MagicWB* icons are even smaller. When working on a small area, "jaggies" become more apparent as these are a limitation of the hardware powering your computer. Even a graphics board doesn't come close to the resolution viewable by your eye, so images can appear to be blocky. To reduce the blockyness, an effective technique called anti-aliasing is often used.

> The process is made more effective with a greater number of colours fading from the image...

Although it sounds very complicated, it is surprisingly easy and can make your images appear to be drawn in a higher resolution. It basically fades the object into its background, and so with a black line grey pixels are added to the left and the right. These pixels start off dark and get lighter as they fade to the background.

It is very hard to describe, so as a picture tells a thousand words, take a look at the screenshots that should illustrate the effectiveness of anti-aliasing. The process is made more effective with a greater number of colours fading from the image to its background. It can be used for the whole image, not just the outside.

NewIcon's default palette provides a huge range of greys and "in- between" colours that allow effective anti-aliasing. With *MagicWB* the process is less effective, but is still much better than none at all. The Workbench blue is the most effective and the other greys can be used to improve the overall effect.

Contents

Missed a tutorial in this series? Call our back issue hotline on 01458 271102.



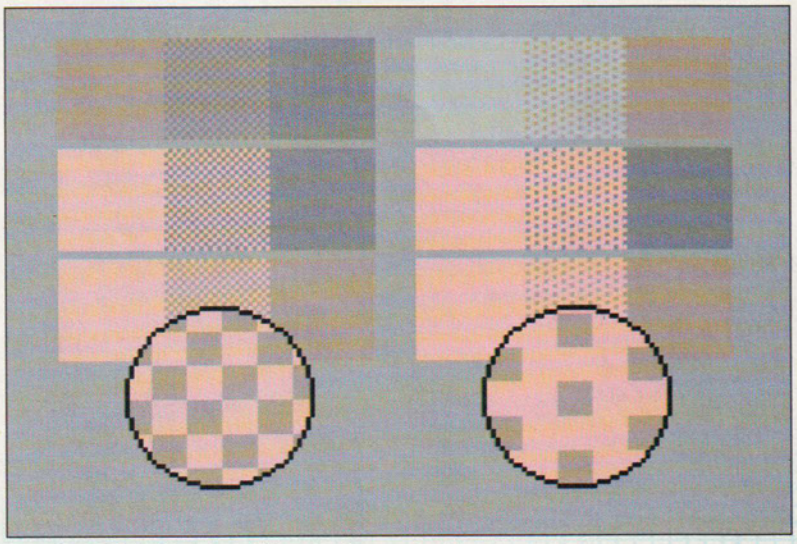
The first lemming looks blurry, the second I edited to bring it into focus.

DRAWBACKS

Despite the advantages of the process, there are a few disadvantages. For example, it decreases the available area for artwork. The extra pixels eat up space that could be used to improve the detail of the object. Anti-aliasing also increases the width of the line being smoothed and thin lines can even



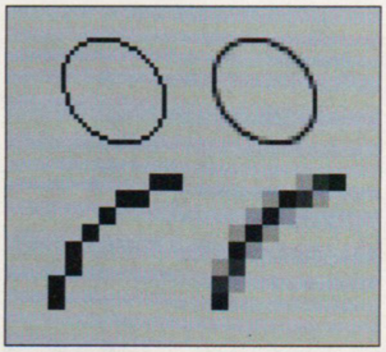
From the top: too much animation on the suitcase, a completely new picture which confuses the eye and a great icon with some superb animation.



Examples of dithering using different colours and patterns.

RENDERING TEXTURES

Textures can be very hard to create and drawing rough, smooth or uneven surfaces using few colours can be tricky. Rough surfaces can be drawn using random dark and light pixels and the base colour should fill the object. For example, grey should be applied to a concrete object. Dark grey and light grey pixels can then be applied at random (the airbrush is useful here, combined with the stencil). If the surface is uneven then more light pixels on the high areas and darker pixels on the dark areas will make the bumps and dips stand out. To draw smooth surfaces, add an area where it catches the light. Even if the surface is dull, a small reflection of the light will help to illustrate how smooth it is.



One simple ellipse and a dithered version (the top left part is magnified beneath).

double in size, which can ruin the effect of the picture.

Over anti-aliasing can also create blurred pictures. Just like a camera can take out of focus pictures, artwork can be drawn blurred just as easily. This can be seen on the *Lemmings* icon – Phil Vedovatti drew the picture on the left, I cleaned it up to produce a clearer icon on the right. Icons are supposed to be recognised quickly and this blurring is uncomfortable for the eye.

BACKDROPS

NewIcon authors mainly encounter the final problem. If the outside of an object is being anti-aliased, the artist has no idea of what the background will be as it is dependent on the backdrop to Workbench. If the backdrop is light, heavy anti-aliasing can be used. If it is dark or black, any anti-aliasing will show up as miscellaneous grey pixels around the image. Using a dark backdrop myself, I hate images which have an anti-aliased edge as it ruins the effect.

This is another criticism I have for the set that comes with *NewIcons4*. As a result, I would strongly discourage anti-aliasing the outside of icons.

DITHERING

Dithering is a very clever process by which the illusion of more colours is created using a simple "checkboarding" effect. This is extremely useful for *MagicWB* icons as many more than the original eight colours can be simulated.

Dithering works better when the colours are of similar brightness. If one colour is light and the other is very dark then a checkboard effect will be created, not a new colour. Dithering can be used to lighten or darken colours or to create new colours. Red checkered with yellow will produce a nice shade of orange.

This effect is used in this magazine – if you take a look at a coloured background to text you can see two colours. To make the colour look darker they add black dots at regular intervals, or white dots are used to lighten the colour. If white pixels are checkered with red ones, a light red colour is produced. The colour can be made redder if the white pixels are more spaced out and so you can create the illusion of many colours.

There are many types of patterns that can be used on both colours. I have referred to using a checkboard style but any pattern can be used to create different colours.

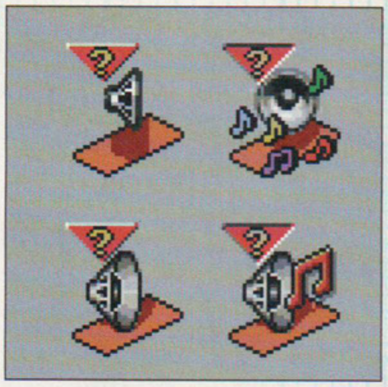
> *"If an icon is moving in three-dimensional space, perspective and shading must be taken into account."*

MAGNIFIED TEXT

Magnifying glasses can be used for many different types of icons and I have drawn them for zoom programs, to search programs and for toolbars. The effect of magnified text caused problems, though.

If you double the size of the pixels in the glass it doesn't look right and makes the magnifying glass blend into the picture too much. Instead, you can keep the image in the glass the same size and just change the colours instead.

By darkening light and lightening dark colours the image stands out more, which it doesn't if you blend it into the picture. This process also gives the illusion of enlarging what is inside the glass and the darker area makes it look like the glass is distorting the light.



The top icon is by Phil and animates too much. My version underneath doesn't change much when selected.

Drawing a *MagicWB*-selected image is easy as you just have to move it down and right one pixel (though the animated ones stand out more). For *NewIcons*, animation is more common, and so working out what to animate and how to animate it can be tricky.

I dislike icons that animate too much, like ones that change completely when clicked on, as it's too confusing for the eye. I much prefer icons that move slightly and the movement gives you an indication as to what the program does.

DETAILS

There are other options for drawing a selected icon. You could have a small animation, change the image completely or add something to the image. There are examples of each (thanks to Phil) on the screenshots: the suitcase completely opens up, which is very different from its closed state, and the *Lemmings* icon changes to the Psygnosis icon.

If an icon is moving in three-dimensional space, perspective and shading must be taken into account. Vanishing points have to be used to make the image look like it isn't being distorted. Darkening an object that is further away makes it look more realistic and using these simple effects can make an image look much more professional.

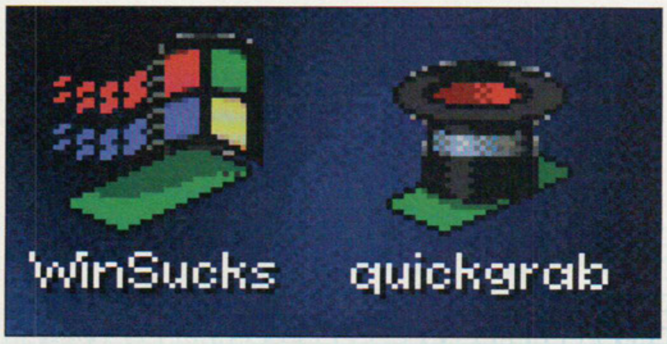
To improve the look of some objects, outlining can bring the object to the front. A black border will help to differentiate a *MagicWB* image from its grey background and will help stop a *NewIcon* from mixing with the user's backdrop. In this case, anti-aliasing would make the object look worse and a thin black outline should suffice.

Next month I'll take you through the process of creating an icon and look at how to convert a logo to an icon. Meanwhile, you now know how to create great icons so why not have a go and send your results to us at *AF*?

CONTACTS

If you have any comments about the program or about this tutorial, email me at: ash@absurd.demon.co.uk.
I can also be found on IRC (ANet and IRCNet) as Abstruse.





These icons show how external anti-aliasing can ruin the effect.

Amiga Graphics

What you see on your Amiga is not always what you end up with, as Nick Veitch explains.

There is always a big difference between what you see on the screen and what will come out of your printer. The problem exists even on hugely expensive computers designed for DTP and the reason for it is simple: a monitor is a completely different type of output device.

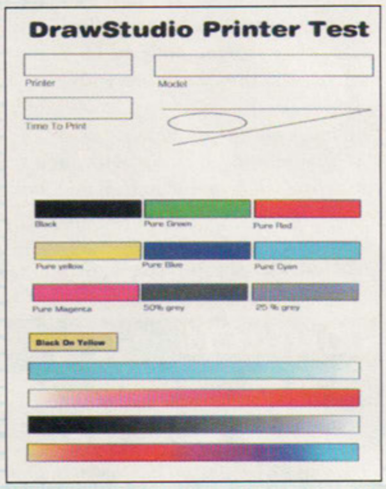
> Printers have the rather trickier task of converting the electronic form of your image into something physical...

For a start, it uses RGB colours instead of CMYK ones. Basically, the colours you get are always going to be different. To make matters more difficult, a monitor uses light to display the picture by actually producing light mixed from these three colours, whereas paper output from a printer relies on light reflecting off the pigments, which is a completely different kettle of wavelengths.

Another problem is that monitors are electric (or electronic) and the image residing in the RAM of your computer stays in the form of an electronic signal until it hits the front of your screen. Printers have the rather trickier task of converting the electronic form of your image into something physical, in the form of ink on paper.

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Missed a tutorial in this series? Call our back issue hotline on 01458 271102.

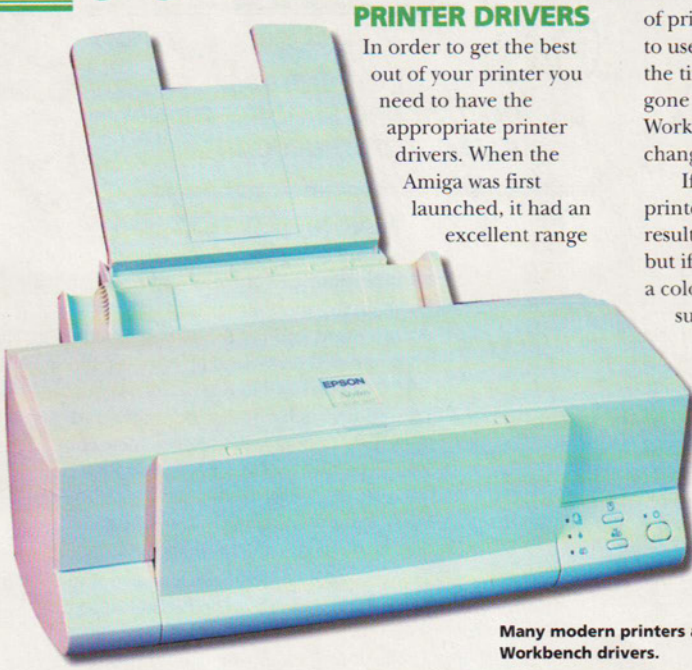


Getting a range of tones and colours like this requires additional software.

PRINTER DRIVERS

In order to get the best out of your printer you need to have the appropriate printer drivers. When the Amiga was first launched, it had an excellent range of printer drivers which enabled people to use almost any printer available at the time. Unfortunately, as time has gone on, very little has changed in Workbench, but a great deal has changed in the world of printers.

If you are using a dot matrix printer, it is still possible to get good results from your Workbench drivers, but if you are using a modern inkjet or a colour printer, the Workbench-supplied drivers are woefully inadequate. Take the Epson Stylus Photo, for example. If you had the (third-party) driver for the older Stylus 500 then you would still get good results, but the Amiga wouldn't be taking advantage of the five ink system in the Stylus Photo – it would only be using three.



Many modern printers are not properly supported by the Workbench drivers.

TURBOPRINT & STUDIO II PROFESSIONAL

TurboPrint and *Studio* both ignore the Workbench printer drivers and, in fact, *TurboPrint* also completely ignores Workbench's printer.device. Both pieces of software allow a great deal of control over the output of your images or documents, far and above that offered by the Workbench *PrinterPrefs* program.

One of the most important things is the ability to alter colour preferences. Different inkjets, different ink cartridges, different paper – all of these things can affect the colour balance and general appearance, so if you can't adjust these properly within the software then you aren't going to get the results you want.

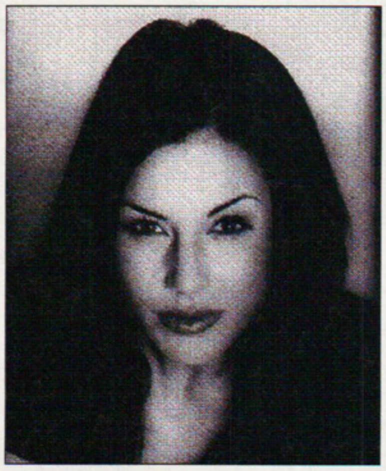
TurboPrint was recently updated to version 6 (*AF109*, 95%) and includes drivers for almost all of the new popular colour printers, including all the ones featured in our round up in that issue.

If you are considering an Epson Printer, Power Computing do a special, Epson-only version of the software at a lower price, or for free if you also buy your printer from them. Although this is a reworking of the older *TurboPrint 5*, it's still great value for money.

Studio II Professional is not as up to date in terms of drivers as *TurboPrint* but it still offers much better control of your printer and is worthy of a mention.



From left to right: A standard halftone, Amiga ordered dithering and a line halftone. The ordered dither gives the best perceived resolution, but try photocopying or scanning this page and you'll see why it isn't used.





If you are thinking about buying a printer, it is worth finding out whether a dedicated driver exists before you get it. In a lot of cases, you may find that your desired printer is only supported by one of the third party printer systems like *TurboPrint* or *Studio Professional* (see boxout), so you will have to add this extra cost to the price of your printer.

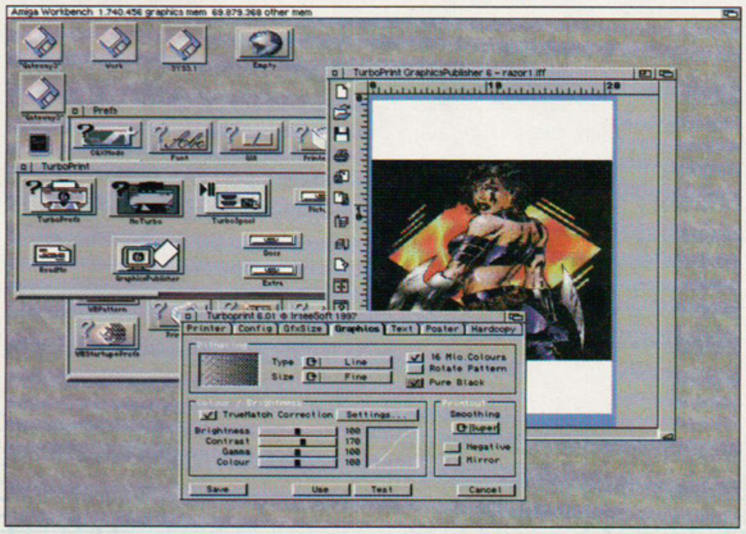
Also, the Workbench drivers are really only suitable for 8-bit images so you aren't going to get the best quality reproduction from your renders or scans, or from any images you may have painted in 24-bit or even HAM modes.

There are many PD drivers for a whole variety of printers, far too many to list here. Most PD libraries, as well as Aminet and the Aminet CDs, contain hundreds of printer drivers.

24-BIT OUTPUT

The only options for 24-bit output from your Amiga come from using a third party printer driver (*TurboPrint* or *Studio,*), a *PostScript* printer under WB3, or software which specifically provides direct 24-bit printer support.

Not many programs fall into the latter category these days as most now include support for *Studio* or *Turboprint* instead. A notable exception would be *ImageFX*, which still includes specific support for the Fargo Primera and related printers.



Turboprint **not only includes dozens of drivers, it also comes with a very handy document printing utility.**

HALFTONING/SHADING

A trick which has often been used (almost since printing began) to represent different shades or tones of colour with a single ink is halftoning.

Halftoning is useful when the image you are printing is going to be photocopied. Unlike normal printer dithering, the areas of light and dark colours in a halftone are fairly large and easy to identify. This means that low fidelity copy techniques like photocopying or offset lithography are not likely to mess up the image, as may be the case with tiny dots. These dots often cause Moire patterns due to the interference between the copy resolution and the original resolution. Halftones are also very effective and can often be quite stylish.

If no subsequent copy of your image is going to be made, or you intend to print multiple originals yourself, you can use normal dithering too, of course.

POSTSCRIPT

PostScript is the lingua franca of printing. It is a page description language that is found in all sorts of expensive output devices, from laser printers to full-blown lino machines.

From the text side of things, a *PostScript* printer is very handy. Obviously, such printers use scalable *PostScript* fonts (which can almost always be downloaded to the printer if they are not resident) so your text will always come out perfectly smooth and proportioned.

When it comes to graphics, bitmap files are simply wrapped in a *PostScript* bundle and sent to the printer, which then resolves them onto the page according to the accompanying specifications.

PRINT SHOPS

Even if you don't have a *PostScript* printer, or the money to buy one, this system can still be useful to you. As most output bureaux use *PostScript* devices, it is possible for you to take a file to them and have them output it on their equipment for a small fee. This includes structured art as well as bitmaps.

Standard bitmap images can usually be output in the same way if you have them in a filetype recognised by the print shop's equipment. A TIFF or PCX file is usually a safe bet. There are plenty of conversion utilities on the Amiga which can be used to translate your files into the appropriate format (see part two of this series).

Unfortunately, if your images are large, they aren't likely to fit onto a standard floppy disk. In this case you could use the JPEG image format which, if you remember from an earlier chapter in this tutorial, is very efficient at packing images, but will result in some loss of quality. Alternatively, you could use a removable media cartridge (Zip, Syquest or even a CD) formatted for use on a Mac or a PC. Most print shops will be set up to handle these, but it helps to call first to make sure.

WORKBENCH

We could probably devote a whole series to printers and printing. Just remember that if you are having any specific printer-related problems, you can always contact our technical expert, John Kennedy, for help and advice. Simply write to Workbench, Amiga Format, 30 Monmouth Street, Bath, BA1 2BW, or email us at amformat@futurenet.co.uk. Please remember to put "Workbench" as the subject.

CONTACTS

STUDIO II PROFESSIONAL costs £49.95 and is available from Hisoft (0500 223 660).
TURBOPRINT 6 is available from Wizard Developments (0181 303 1800) and costs £49.95.
TURBOPRINT EPSON EDITION is available from Power Computing (01234 851 500) and costs £29.95 or comes free with any Epson Printer you buy from Power.

C for Yourself

Add a little interaction and suddenly you have a paint program. **John Kennedy** polls his mouse for advice.

Contents

Missed a tutorial in this series? Call our back issue hotline on 01458 271102.

Last month we got as far as drawing lines on the screen. While that might seem pretty trivial, it's already taught us a little about how the Amiga's operating system works and how it looks after elements like windows.

We saw that before anything could be drawn in a window, we first needed to get a "hook" to that window. This hook is the RastPort. Every window (and screen, in fact) has its own RastPort and we need to find this and include it in all function calls we make which read or write to the display.

> When you create a window you can tell the Amiga OS which messages you want to be told about...

The graphics functions we used last month were about as basic as you can get. They are part of the ROM Kernal Graphics Commands and don't do anything too outlandish. As they are basic or "low level", it's possible to misuse them to some degree. For example, you could find that they are actually overwriting part of the standard window border or title bar.

MORE MESSAGES

As mentioned previously, the Amiga's operating system will happily send your program messages to keep it informed as to what is happening. So far we've only dealt with one message and even then we didn't test for it explicitly.

When you create a window you can tell the Amiga OS which messages you want to be told about. Anything else simply won't get through to your program. If your program is a simple utility that opens a window and tells the time, you don't need to know if a new floppy disk has been inserted. If your program doesn't allow its window to be resized, you don't need to pass window re-sizing messages to it.

By default, no messages are sent to the window and so you list them all in the data structure used to open the window. Up until now, the only message we've waited for is IDCMP_CLOSEWINDOW, which is triggered when the user clicks on the little gadget to close the window. Our program waits for this message (in fact, it waits for any message) and then shuts down the program.

You can test this for yourself very easily. The following listing is only the window structure but you can substitute it back into any of the previous listings. The only difference is that the IDCMP_CLOSEWINDOW message has been replaced by IDCMP_MOUSEBUTTONS.

When you compile and run this program, it will open a window as before. This time, though, you don't need to click in the close gadget: click anywhere with the left mouse button and the window will close.

LISTING 1

```
struct TagItem win_tags[] = {
        {WA_Left,           20},
        {WA_Top,            20},
        {WA_Width,          200},
        {WA_Height,         150},
        {WA_CloseGadget, TRUE},
        {WA_IDCMP,          IDCMP_MOUSEBUTTONS},
        {TAG_DONE,          NULL},
};
```

Eagle-eyed readers that you are, you will have spotted that the window is not active when it opens. The Amiga desktop allows only one active window at a time and this is the window which receives any input from the mouse. Active windows have a solid colour (blue by default) in their title bar to set them apart.

The window we created in our program wasn't active and so it doesn't really grab any attention when it opens. Even worse, if it was a working application rather than a simple test program, the user would have to click in it first to activate it before making it do anything useful.

We can ask Intuition to make the window active as it opens by adding a new tag to the list of data describing our window. Listing 2 is a new tag list; again, simply substitute it for the one in the existing program. You should notices the difference immediately.

LISTING 2

```
struct TagItem win_tags[] = {
        {WA_Left,           20},
        {WA_Top,            20},
        {WA_Width,          200},
        {WA_Height,         150},
        {WA_CloseGadget, TRUE},
        {WA_Activate, TRUE},
        {WA_IDCMP,          IDCMP_MOUSEBUTTONS},
        {TAG_DONE,          NULL},
};
```

MAN OR A MOUSE?

So far our programs have launched, done something, waited and quit. Not very exciting. Let's stretch things a little bit by adding a little human-machine interaction. The secret is once again to act on messages sent from the OS, but this time check to see what the messages actually are. This means that our program will have to wait for messages as before, but then perform different actions depending on the messages received.

This causes quite a jump in the complexity of our program, so don't panic when you see it. First of all, we introduce a while() loop around the entire wait for message/process message part of the program. This is because we want the program to continue processing messages until the Close Window message appears, not to simply wait for one message and then quit. This is what the "flag" variable does – it's switched to FALSE whenever the program is to stop.

Listing 4

```
#include <exec/types.h>
#include <intuition/intuition.h>
#include <intuition/intuitionbase.h>
#include <intuition/screens.h>
#include <graphics/gfxmacros.h>
#include <graphics/gfxbase.h>
#include <clib/exec_protos.h>
#include <clib/dos_protos.h>
#include <clib/intuition_protos.h>

struct Library *IntuitionBase;
struct GfxBase *gfxbase;            // Open the graphics library!

struct TagItem win_tags[] = {
    {WA_Left,                       20},
    {WA_Top,                        20},
    {WA_Width,                      300},
    {WA_Height,                     250},
    {WA_CloseGadget, TRUE},
    {WA_Activate,        TRUE},
    {WA_IDCMP,                      IDCMP_MOUSEBUTTONS|IDCMP_CLOSEWINDOW},
    {TAG_DONE,                      NULL},
};

void main()
{
    struct RastPort *rastport;
    struct IntuiMessage *msg;
    struct Window *win;
    int flag = TRUE;
    SHORT x,y;

    IntuitionBase = OpenLibrary("intuition.library",37);

    if (IntuitionBase!=NULL)
    {
        gfxbase=(struct GfxBase *)OpenLibrary("graphics.library",33L);
        if (gfxbase!=NULL)
        {
            win=OpenWindowTagList(NULL,win_tags);
            if (win!=NULL)
            {
                // Window open, find the RPort draw your stuff!
                rastport=win->RPort;
                Move(rastport,100,100);
                while (flag)
                    {
                    WaitPort(win->UserPort);
                    // Wait around for message
                    while (msg = (struct IntuiMessage *)GetMsg(win->UserPort))
                        {
                            switch (msg->Class)
                            {
                                case IDCMP_CLOSEWINDOW:
                                    flag=FALSE;
                                    break;
                                case IDCMP_MOUSEBUTTONS:
                                    x=msg->MouseX;
                                    y=msg->MouseY;
                                    Draw(rastport,x,y);
                                    break;
                            }
                            ReplyMsg((struct Message *)msg);
                        }
                    }
                CloseWindow(win);
            }
            CloseLibrary((struct Library *)gfxbase);
        }
    CloseLibrary((struct Library *)IntuitionBase);
    }
}
```

We also need to decode the message sent to us to determine its type. Knowing that there is a message isn't enough any more. This requires a little more mumbo-jumbo to obtain the message and work out what it's saying.

Once we have decoded the message, we can use a Switch/Case arrangement to perform the necessary actions. For example, when the Close Window message is found, it sets the flag to FALSE and so the loop exits and the program ends.

Inside the Switch statement only two types of IDCMP messages are dealt with: the Close Window and the MouseButtons messages. The MouseButtons message has a hidden extra: if you look deeply inside the message itself, you can extract the current location of the mouse pointer with relation to the active window. This makes it very easy to take the position of the mouse and pass it to the graphics primitives we used last month.

Listing 3 shows the code that is used to do just this. Once the values are obtained they are used in a Draw() statement and this causes a line to be drawn from the last position on the screen to the new mouse position.

Every time the mouse button is pressed a new line appears. When the mouse isn't being pressed, nothing happens and the OS makes sure that no unnecessary processor time is wasted. Now you can see just how clever the Amiga's multitasking actually is.

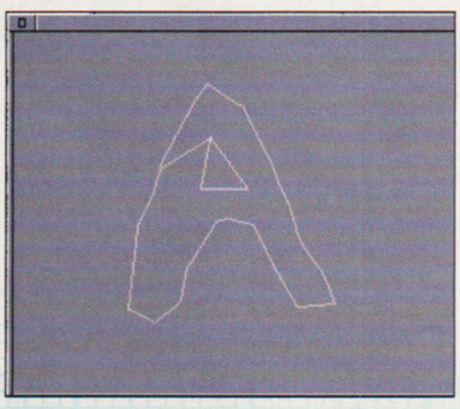
INCLUDES

The C compiler you are using may require you to use slightly different include statements at the start of the listing. If you remember, the include files contain lists of all the functions which are available. The C compiler needs to know about the functions it can use or else it can't link them together to create the final program. Try opening the include files in a text editor to see how they are constructed.

The ideal case is to use only the barest minimum of includes because each takes a finite time for the compiler to load and process. However, many include files automatically include other include files (if you see what I mean) and so if you have problems or are simply lazy, you could always just add these lines:

```
#include <exec/types.h> #include
<intuition/intuition.h>
```

and your compiler should then be aware of most functions you're likely to use.



Etch-a-Sketch™ for the modern age, courtesy of IDCMP messages and a few lines of code.

LISTING 3

```
case IDCMP_MOUSEBUTTONS:
     x=msg->MouseX;
     y=msg->MouseY;
     Draw(rastport,x,y);
     break;
```

Finally, the complete listing is shown in Listing 4. It's mainly the same as last month's, but with the additions to the Tag data and the extra loops and conditional logic to decode the incoming IDCMP messages. Be careful when typing it in as there are a few new variables popping up here and there. I've also enlarged the window to provide more room for drawing.

As your homework, try to create a painting program that allows you to draw lines starting from any point in the window. When you press the mouse button the lines start to appear but stop whenever the mouse button is released.

You'll need to use the MouseMove IDCMP message that gives your program a message every time the mouse is moved over the active window.

Under the Bonnet



Tidy up and get yourself organised as **Simon Goodwin** explains file systems.

AFCD30:-In_the_mag-/Under_the_bonnet/



Contents

So far we've discussed disk storage hardware – interfaces, connectors and drives. Now we look at software that converts raw data streams into manageable files, with meaningful names and arbitrary sizes.

Programs that do this are known as 'file systems', lurking among the 'handlers' in the L: directory on your system disk. Others include aux-handler and duart-handler for serial links, queue-handler, ram-handler and mem-handler, for memory rather than drives, speak-handler for speech, and so on.

Handlers link raw device-access code, in the DEVS: directory or autoconfigured ROMs, to programs like Workbench, Shell, Directory Opus or anything else that manipulates files by name. File System Handlers include the Amiga's native FastFileSystem, the MS-DOS-compatible CrossDOSfileSystem, the multi-purpose XFS, and a number of CD handlers.

> Unlucky users end up with lots of large programs that may clash and need new code for each application.

Each handler supports one or more logical formats – ways of organising files on a disk. All these use the same basic data blocks, a sequence of 512 byte sectors, but they organise their contents differently. Formats vary in support for names and other file attributes. A flat handler reads just the raw blocks.

Amiga file names are up to 30 characters, with an optional 80 character comment. MS-DOS names are just eight characters, a dot, and three extension characters. Mac files are split into data and resource forks with arbitrarily long names. Amiga file systems ensure that all of these formats work consistently.

SHARING

You can associate more than one handler with a given device. You might want to access PC, Mac or QL floppies in one high density drive, using *Messydisk*, *AmiCDFS* and *QLFileSystem* handlers respectively.

All three handlers can share one device to read the blocks. The choice depends on the disk interface, mfm.device for Amiga internal floppy drives or multidisk.device for a PC drive connected via a CatWeasel interface.

Similarly, one handler can access several drives, perhaps via several devices. *AmiCDFS* can read Mac floppy disks as well as CDs, as both use Mac HFS (Hierarchical File System) to organise the data; only the physical path to the data blocks differs. Thus *AmiCDFS* can use mfm.device to read a floppy disk, an atapi.device, cybscsi.device or whatever, in order to access a CD drive.

This separation of code into physical-level devices and logical or organisational-level handlers makes the Amiga operating system concise, flexible and reliable. Other systems require all-in-one programs for each combination of drive and file system. Unlucky users end up with lots of large programs that may clash and need new code for each application.

Amiga users can mix and match. As soon as a new interface has a device written, it gains access to all the handlers and file systems written for previous devices, leaving you with access to far more formats with less code.

Figure 1

```
PC0: /* MSDOS 720K mount */
FileSystem = l:MessyFileSystem
Device = messydisk.device
Unit = 0
Flags = 0
LowCyl = 0
HighCyl = 79
Reserved = 0
Surfaces = 2
BlocksPerTrack = 9
Buffers = 5
DosType = 1 /* strange! */
BufMemType = 1  /* any */
BootPri = 0
Stacksize = 3072
Priority = 9
GlobVec = -1
Mount = 1
#
```

Mountlist for 720K PC disks and PD *Messydisk* drivers.

MOUNTLISTS

Mountlist files associate a given device with a handler and give the combination a name so the user can see it on the Workbench and access it from the Shell. This association is called 'mounting' and normally happens when the Amiga starts, though you can mount or dismount drives later.

By default, the system looks for the required name in DEVS:Mountlist, unless you specify another file, like this:

```
mount PC0: from DEVS:MOUNTLIST.PC
```

Figure 1 lists MOUNTLIST.PC, a typical *Messydisk* mountlist. The first and last lines are only needed when there's more than one specification in a file, otherwise the name PC0: is implied by the file name and there's no need to mark the end with a hash character.

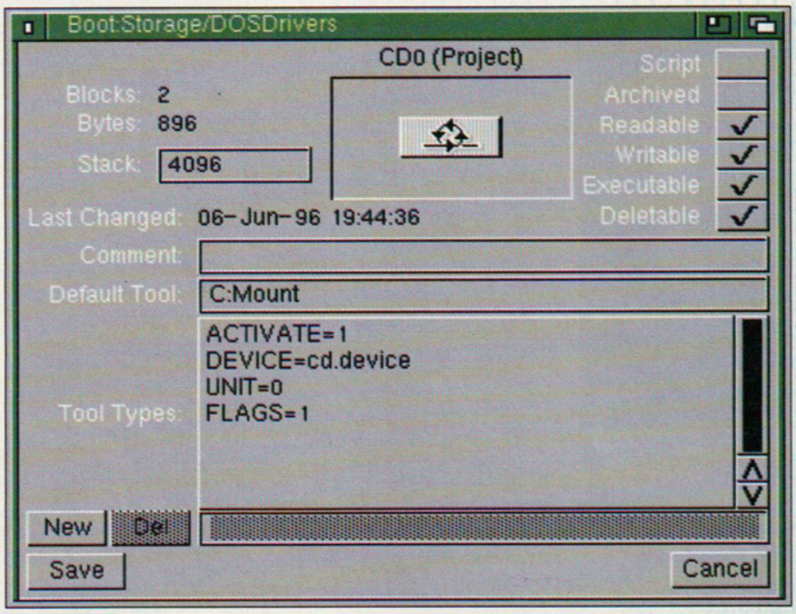
The other lines tell MOUNT how to treat the new device PC0. The low-level **Device** and **FileSystem** are usually specified first, followed by the drive details, though the order doesn't matter. **Unit** zero is the first, internal floppy drive. It could be a SCSI drive ID, serial port number (for example, 0 for internal, 1 and 2 for Multiface or

Figure 2

```
/* SP file system entry - enables
 * reading and writing of Spectrum
 * disks on Catweasel drive TD0: */

FileSystem = L:SPFileSystem
Device = multidisk.device
Unit = 0
Flags = 4
Surfaces = 2
BlocksPerTrack = 10
Reserved = 0
Interleave = 0
LowCyl = 0
HighCyl = 79
Buffers = 40
BufMemType = 1
StackSize = 8000
Priority = 8
GlobVec = -1
DosType = 0x53504543
```

Mountlist for MGT disks with CatWeasel.



WB3 icon tooltypes can override Mountlist settings; ACTIVATE=1 corresponds to the MOUNT parameter.

IOExtender ports) or indicate IDE Master or Slave (0 or 1), depending on the type of device.

VARIATIONS

Flags also depend on the device and handler. CatWeasel flags indicate floppy disk size, speed and rotational speed. They tell *XFS* which formats will be recognised so *XFS* can ignore Amiga, Mac, QL or PC formats if you already have appropriate set-ups.

> All these use the same basic data blocks, a sequence of 512 byte sectors, but they organise their contents differently.

LowCyl and **HighCyl** set the start and end Cylinder numbers. You adjust these to restrict access to one partition on a big drive, or reduce **HiCyl** to 39 for a 40 track PC drive; **Reserved** makes a file system skip the first part of the disk, leaving room for initialisation code.

Surfaces indicates the number of heads (hence tracks per cylinder) so you'd use 1 for Single-sided Atari ST disks. **BlocksPerTrack** is 9 or 10 for double-density disks and 18 or more for HD floppies.

Interleave tells some handlers to use blocks out of order to reduce latency. **Dostype** sets a four letter name for the format, such as DOS0 for Old File System and DOS1 to DOS3 for FFS variants, written in human-hostile hexadecimal. This means that *CDFS* is written as 0x43444653!

Some lines are optional and depend on the device or handler. Blocks are usually 512 bytes but CatWeasel and XFS support other sizes, inferred from the disk or set with **BlockSize**. CD data usually comes in 2K blocks. CD and Serial handlers are fine-tuned with a **Control** string.

DMA controllers use **Mask** and **MaxTransfer** settings similar to those in *HDToolbox*. Similarly, **BootPri** sets the boot priority of a drive. Handler memory allocation is controlled by **Buffers** and **BufMemType** (0 or 1 = Any, 2 or 3 = chip, 4 or 5 = Fast RAM only).

HANDLERS

Every handler has an associated task, set up with a **Priority**, **StackSize** and **GlobVec**. If **Mount** is set the icon appears at once, otherwise it waits until the drive is first referenced.

Listing 2 is a mountlist I made to connect CatWeasel's MultiDisk.device to Speculator's SpFileSystem for MGT disk formats. Change **Unit** to 1 to support the second drive, SP1:, instead. The **Flags** value of 4 designed for Atari 10 sector disks also suits 800K SAM and Spectrum disks, which have the same physical track layout. Tweak **Surfaces** or **HighCyl** if using Spectrum or SAM disks made on 40 track or single-sided drives.

Figure 3

```
/* ZPC0 1.0 by Alberto M. OrdÓñez
 * Amiga CrossDOS file system mount
 * for 100M MSDOS ZIP cartridges. */

FileSystem = L:CrossDOSFileSystem
Flags = 1
Surfaces = 2
BlocksPerTrack = 64
SectorsPerBlock = 1
SectorSize = 512
Mask = 0x7ffffffe
MaxTransfer = 0x100000
Reserved = 1
Interleave = 0
LowCyl = 0
HighCyl = 1535
Buffers = 50
BufMemType = 0
StackSize = 2000
Priority = 10
GlobVec = -1
DosType = 0x4D534800
```

Amiga Mountlist for a PC-format Zip disk.

NEW WORKBENCH

The problem with flexible mounting was that you'd end up with lots of small text files in DEVS:, mixed in with device code, or the combined Mountlist file could get quite big. Workbench 2.1 added drawers for mountlists, DEVS:DOSdrivers and STORAGE:DOSdrivers, with icons so you can drag things between the drawers or mount devices temporarily by clicking on the image in STORAGE.

Icons in DEVS:DOSdrivers are mounted when you start the system. Icon tooltypes let you override mountlist lines without editing the file. Programs in the Expansion drawer may also mount devices when they are scanned by the BindDrivers startup command.

DISMOUNTING

You still need commands or scripts to dismount or remove a device, though this is more convenient than on many systems which require a reboot to cancel or re-assign a device name.

The command ASSIGN PC0: DISMOUNT removes MS-DOS recognition from drive 0, speeding up disk changes.

It helps to understand mountlists and to be able to make minor tweaks, say, changing the Unit number, but you rarely need to fiddle with the more obscure parameters.

Ready-made mountlists are widely available on Aminet and compilation CDs. These are the best way to add a drive or extend its functionality. Figure 3 shows a mountlist for a Zip disk in PC format. Aminet's *FormatPC* can format such a disk.



MailBag



Send your letters to: **Letters To The Editor • Amiga Format • 30 Monmouth Street • Bath • Somerset • BA1 2BW** or email: amformat@futurenet.co.uk – putting 'Mailbag' in the subject line.

SPARE US	SEND US
Complaints about review scores	Your reviews!
Requests for various bits of old software and games	Reader Ads, which is a whole section devoted to this sort of request
Emails addressed to the wrong department or not addressed at all	Ones which are properly addressed, which we might read
Letters claiming some bloke down the pub said the Amiga was dead	His name and address so we can teach him otherwise
Complaints about backward compatibility	New Amigas

PPC FUTURE

I agree 100% with phase 5 and Haage & Partner after the World of Amiga show. I am not going to buy an intermediate Amiga running on Intel. The way forward is a PowerPC card for the existing Amiga range, without a 68K series processor with AmigaOS running fully on PowerPC with 68K emulation.

This is cheap because the 68K series costs a lot. The price alone for a 68060 must be around £300 and that's too much. Even the PPC cards for the Amiga can then have two PPCs, which is still a lot cheaper than a single 68060.

Emulating a 68060 with two processors wouldn't be a problem if you talk about the speed loss. Maybe it's even faster. Amiga International may have decided to use a processor we know nothing about at this point, but the chances are that by the time they want to produce that Amiga, the PPC will be as fast and cheap, but the difference is that we'll already have a wide range of PPC software. Going for the PPC will make a lot of developers and users feel that they are not wasting their time on something that will be surpassed within two years. This also brings me to the point of ISA and PCI. It's a stab in the back for Amiga developers who stayed with the Amiga. They do their best to produce quality hardware as cheaply as possible only to hear that people want PC ISA and PCI cards. Is this the way we reward them?

I'll tell you that if they leave then the Amiga is truly dead. I hope that Amiga Inc. approve of the concept and dump their Amiga bridge plans. The people who know what they are talking about must be the existing Amiga companies. I have an Amiga because of the way it is now, and I want to keep it the way it is now. There'll be no Intel solution for me.

Remco Komduur Ter Apel
Holland

The PPC of the future may not be fast and cheap if nobody actually uses them. Apart from phase 5, Apple are still the only computer manufacturer currently developing PPC hardware. The PPC is a good solution today, if we could get the software to support it. It's likely that in the long term it may not match up to the hardware envisaged by Amiga Inc. Only time will tell.

As for ISA/PCI cards, the whole point is that the manufacturers will be able to produce one set of hardware for all the

MILLENNIUM

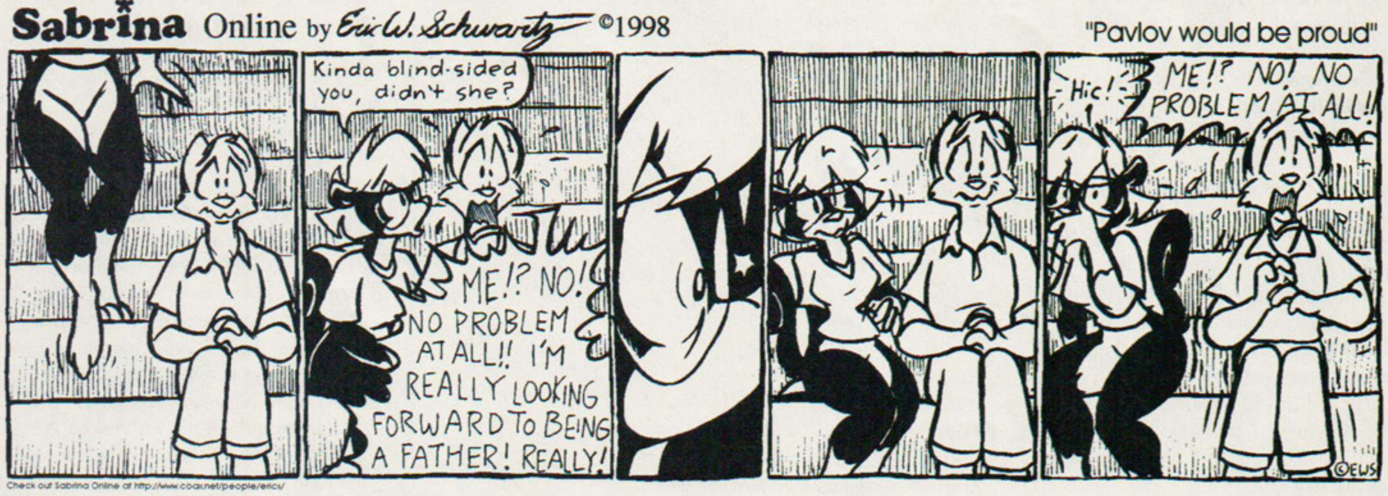
With reference to 'that announcement'. Hmm, it sounds very good indeed. Even though I'm in the process of upgrading my A1200's hard disk and processor, I shall be interested to see what this November Box and the new Amiga will be like in hardware, as opposed to vapourware.

If what you have reported is actually going to happen (as opposed to good intentions, like the Walker) then my computing hobby will extend rather happily into 2000 and beyond. I just hope that there are still magazines around to witness the resurgence of my favourite computer.

Finally, Dave Cusick got a major fact wrong in *AF112*'s PD Select. *R-Type* on the Spectrum was in full (all 15 of them!) colour. He must have played it on a black and white TV.

Michael Fraser
Leeds

Thanks for the correction. I hope you'll still be reading Amiga Format *in the year 2000.*



ENDANGERED SPECIES – AN ANDY SMITH APOLOGY

I just got my copy of *AF* (July 98) and read the *Genetic Species* review, and my first reaction was: Aaargh! Is this Andy Smith guy for real?! Why, you might ask. Well, for starters he didn't even read the manual. He wasted almost two columns of text blabbing about *GS* needing a map. Just press the Caps Lock key and you get a map. Further down the text he starts complaining about the fact that *GS* doesn't let you carry different weapons very well. Again, he should have read the manual since you can swap the items (weapons, keys, etc) with the function keys (F1-F3).

He also dismisses a very important aspect of the game: being a Bioshifter, you can (and need) to take over enemies to succeed. This gives a whole new perspective to this type of game and adds much to the gameplay. He doesn't mention that *GS* supports CyberGraphX and Picasso96 graphic cards. No mention either about the great CD audio tracks and the AHI support, giving up to 16-channel 16-bit audio. No mention either about further updates giving *GS* things like TCP/IP support.

In short, reviewing games is OK, but you need to at least read the manual and actually play the game. What Andy Smith wrote is not a review. Please review this game again and this time in a proper way, giving it the attention it deserves. Note that I'm talking about facts and not about taste, which is something that can't be argued about.

Hans Wezenberg
via email





If you would like to see *Amiga Format* retain any sort of integrity you really should make sure that your staff are not either too lazy or inept to do their jobs properly. Point of reference: Andy Smith's four page review of *Genetic Species* in the July issue. I don't mind if a reviewer has a different opinion to me but Andy Smith's review is just so inaccurate that it is incompetent to the extreme. Point one. Smith says that the game could use a map to avoid getting lost. Answer. Hit the Caps Lock button and a map appears. Point two. Smith says that you cannot easily pick up and discard weapons. Answer. Read the manual. It tells you exactly how to do this. Point three. The Tazer only stuns an enemy. Answer. The Tazer stuns an enemy so your Bioshifter can take them over and can then complete many of the elements vital to the completion of the level.

This aspect of the review should be core to any evaluation of the game and to miss it completely is to lose half of the game's originality. As to the rest of a rather sad review, we differ in opinion as I think that the graphics and lighting effects mean that *Genetic Species* knocks *AB3D2* into a cocked hat but then that is only my opinion.

I think Andy Smith owes both Vulcan and Marble Eyes an apology for producing such shoddy work and a piece of advice from me would be: "Before reviewing any piece of software (or hardware for that matter) you should read the documentation so you know what you're talking about."

A review in a magazine like *Amiga Format* can make or break a game so it should at least be accurate. Moan over. I suppose that an *AF* t-shirt is now out of the question.

Neil Adams
Cromer

I do indeed owe Vulcan and Marble Eyes an apology. Yes, there is a map function. Yes, you can swap weapons around with the function keys. Yes, you can take over other bodies and yes, these are all important parts of the gameplay. What's my excuse? I don't have one really. I played the game solidly for over a week and never managed to find these features – I really should have read the manual more closely. All I can do is offer my apologies and restate what I said in the original review: "It's got everything that all good first person games should have... and it's well worth buying". So go and get the game and enjoy all those features I missed. As a consequence of this 'incompetence to the extreme' I have been forced to play* Powder *for a week. And been shot.

markets. Currently, people like VillageTronic and phase 5 already produce Mac hardware. Their jobs would be a lot simpler if they could produce one bit of hardware and just write different drivers for the different platforms.

MOVIE MAGIC

After reading on the Internet about a new custom animation format for the Amiga which is reported to be more powerful than AVI or MPEG, my immediate thought was that this could be the break the Amiga is looking for. I had read that Italian developers Underground Software had come up with an unnamed animation standard which will be used in their upcoming game, *Golem*. Power Computing is going to distribute the game and I have also heard that animation software will be available from them very soon.

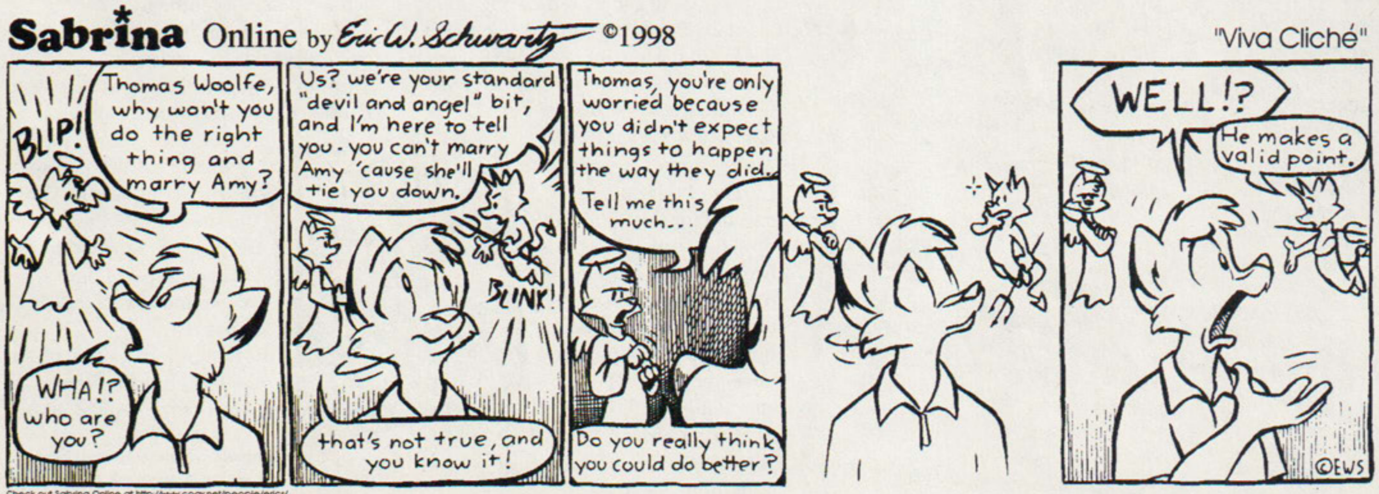


He's got a fixed expression and he walks funny – no, it isn't Andy Smith, it's the Golem from the eponymous new game.



This news made me think about getting the Amiga known seriously in the computer world again. My idea was that

Continued overleaf ➡



Check out Sabrina Online at http://www.coax.net/people/erics/

Underground Software could create animation players for other computing platforms like the PC and the Mac and could charge a licence fee for usage, in the same way as *Quicktime* or *RealVideo/Audio* players. They could create a streamed animation player for use on the Internet and make it compatible with all web browsers.

This could mean they could go head to head with programs like *RealVideo* and make a stack of money to use on future developments, while Amiga users could show off their animation talents on the Internet. It would also be brilliant if the programmers could include a player for other Amiga animation formats like Anim5 and try to get these formats streaming over the Internet too.

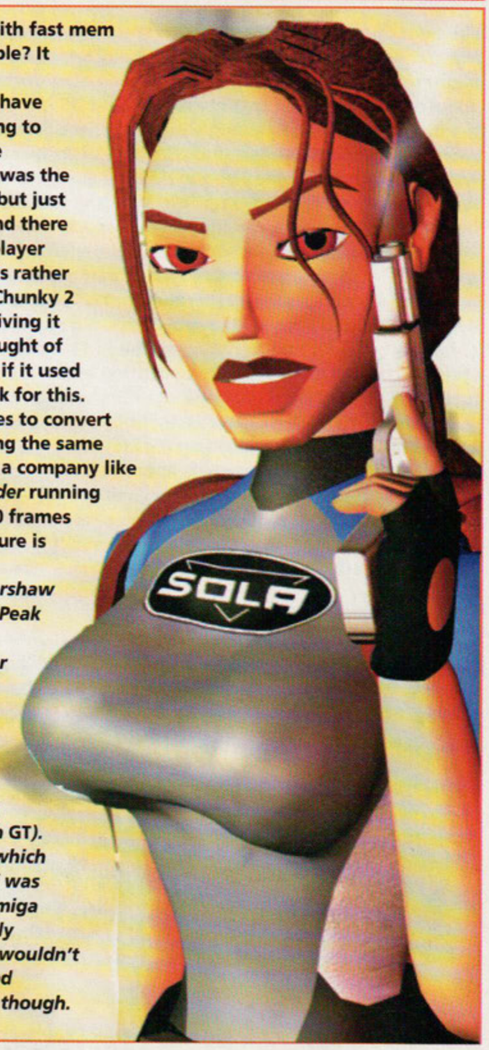
Of course, this may only sound good on paper, and perhaps the coders or programmers at Underground Software have never programmed on any other computer platforms before. They could work with Cloanto who made the *Amiga Forever* emulator for Windows95 and license the source code to them. There is no reason why Amiga companies can't work with one another, especially after seeing how fragile the Amiga software market is and how little money developers have made recently.

I see this new animation format as a breakthrough for developers and as a way to give the Amiga the respect and admiration it so rightly deserves.

Chris Hindley
Deeside

It's a nice idea, and one I can't really give any expert comment on as at the time of writing this I haven't seen Power Movie *(the editing software for this new format) so I don't know how it works. I imagine the difficulties would be that the format takes advantage of some of the unique features of the Amiga's hardware, so it may not be a simple case of just porting it over to another platform.*

TRADING PLACES



How does *Tomb Raider* running on a standard A1200 with fast mem on full screen at 20 frames per second sound? Impossible? It seems almost reality to me. Let me explain my vision.

Paolo Cattani is the most incredible programmer I have ever heard of. How did he think of it? What I'm referring to here is *Alien F1* (now known by some other name). The graphics are incredible but what really had me gaping was the speed. OK, I have an '060 accelerator with 32Mb RAM, but just to show you how fast it is, I disabled my accelerator and there was only a tiny bit of jerking that no ordinary games player would ever notice. Now my programming knowledge is rather limited (I'm only 13) but what I understand is that no Chunky 2 Planar conversion is involved and that this is what is giving it the extra boost of speed. Why has no programmer thought of this before? Imagine what *Amiga Quake* would be like if it used this method! I think he deserves a good pat on the back for this.

What got me even more interested is that he wishes to convert some good PC games over to our beloved machine using the same engine he used in *Alien F1*. I suggest he teams up with a company like ClickBOOM and starts coding. Now how does *Tomb Raider* running on a standard A1200 with fast mem on full screen at 20 frames per second sound? Realistic? Splendid. The Amiga's future is definitely starting to look good.

Robert Forshaw
High Peak

There is no limit to the ingenuity of programmers. After a platform has been around for a bit, people say there is nothing more that can be done with it. Then someone comes out with something fantastic. It happened with the Spectrum, the C64, several times on the Amiga (with games like* Genetic Species, Napalm, Capital Punishment, *and perhaps even* Quake*) and even on newer platforms like the PlayStation (with GT).

The difficulty with* Tomb Raider *is that it's a game which utilises the unique features of the PlayStation. The PSX was designed for games using 3D textured polygons; the Amiga wasn't. The problem is circumvented on the PC by simply throwing a lot of processor time at it, an option which wouldn't be possible on the Amiga, as not everyone has '060s and graphics cards. Clever programmers always find a way, though.

SCHOOL'S OUT

Is it likely that the new Amiga will ever appear in schools? In my school we have 586s. These are all linked together on a network and they always give people problems when stupid little notices come up on the screen and tell you what you have done is wrong, which is normally followed by a crash and you losing all your work. They have problems printing and people mess around with the hard drive and mess everything up.

I'm sure there would be fewer problems if there were simple, friendly Amigas in schools. Lots of us have to use the PCs because we have them at home and it means we can finish off school work. I like my Amiga and use *DPaint 5* for artwork, which has beaten drawings in *MSPaint* by miles.

Carl
Grimsby

In order to be successful in schools these days, the Amiga would need to have a wealth of educational software and proper networking support, neither of which are available. A lot of the software existed once but is no longer available. Added to that, as you say, a lot of people have PCs at home now. I really don't think any inroads will be made into the schools market until the new hardware/OS is ready.

CAMPAIGN FOR REAL MUSIC

Hands up those of you who use the Amiga to create music. Years ago, I bought my Amiga with the intention of simply playing games and having the odd dab of painting with *DPaint*. Back in this golden age for the Amiga, fabulous demos were coming out like *Alpha Omega, Phenomena Enigma* and *Virtual Worlds* (anyone remember them?).

They had superlative graphics for the A500 and pushed its capabilities to the max, but the thing which made them was the music that accompanied them. Congratulations to these composers (Peter Solomonsen and the other names which escape me). Please make more music like this.

Today's music is so sub-standard. It seems that nobody wants to create music other than the usual rave/house/blah/trance/rap/whatever. As well as the Amiga scene, I have heard music on the Megadrive, Saturn, C64 (*Monty on the Run, R-Type* and *Ghouls and Ghosts* are great – where is Jeroen Tel now?) and particularly the Super NES. Anyone who's heard these tunes will know they have real depth and atmosphere and melodies that are actually worth listening to.

The Amiga on the other hand has been blessed with music such as *Turrican 2* (by the legendary Chris Hülsbeck), *Pinball Dreams, Pang* and others. Believe me, they really are worth hunting down as they beat most of the stuff released today into the ground. Anyway, it just so happens that I have created music of a quality similar to the aforementioned titles and in time I will release them to the rest of the Amiga public.



If music is your bag, you could do worse than check out *Future Music* or *The Mix*.

SKIN DEEP


Old and virtually indestructible – there are still a great many A500s of various types in active service around the world.

I have been the proud owner of an A500+ since this time in 1996 and I have to admit it's the best computer I've owned. Even with the advent of the N64 I'm still playing it, thanks in no small part to the greatest footy game ever, *SWOS*.

I'm more of an Amiga gamer and I think that ClickBOOM should be proud of themselves for taking the Amiga games market by the scruff of its neck and releasing such quality games as *Quake* and *Myst* and hopefully more to come. My main worry is that the Amiga is losing its identity. With all these tower systems around, it seems the Amiga is turning into a PC, which I dread. I don't see anything wrong with the original design of the Amiga.

That was what made the Amiga great and they seemed to cope with the 'underpowered' 68K series of chips. Surely if one could cope with *Quake* then it isn't underpowered. I should hopefully be purchasing an A1200 in the next few months and I hope that this won't be the last of the Classic Amigas.

Trevor Wale
Frenton-On-Sea

I think you somewhat missed the point about* Quake*. When we reviewed it, we pointed out that you would need a fairly high spec Amiga to get any real enjoyment out of the game.

If you don't happen to have a big box Amiga, there isn't a lot of room in the standard case for all the things necessary to get the best from your machine.

Sure, you can have external CD-ROM drives, Zip drives and so on, but wouldn't it be nicer to have it all in one box, which all came on at once? There is more to the Amiga than just the casing, after all.

I am writing this letter in an attempt to up the standard of Amiga music. Come on, let's see some modules and demos with real tunes and not just a grating, tuneless, repetitive style that is sadly so prevalent amongst much of today's music.

Daniel White
London

I hope we will have the pleasure of listening to your stuff soon. In the meantime, remember that there are plenty of music mags, such as The Mix *and* Future Music *that would be very interested in hearing some of your compilations.*

QUAKE AWAKES?

I've been a faithful Amigan for over a decade, and am now the proud (and slightly skint) owner of an A1200 with '030, 18Mb RAM, big hard disk and CD-ROM drive in a Power Tower. It's obviously brilliant news that *Quake* is now available for the computer and although I haven't got anywhere near the spec to get it running, I hope to be able to afford a nice new PPC accelerator some day. This sort of power might get *Quake* running smoothly, even on AGA, but another plus is that I won't need to spend loads of cash on a Zorro expansion just so I can buy a graphics card for it. The Blizzardvision PPC is a great idea.

Just one more point. I think those people who are making new Amigas should all incorporate some PC compatible slots. The sad fact is that PCs currently have graphics and sound hardware far in advance of anything on the Amiga right now and all it would take to get them working on our machines is a slot to put them in and some drivers for them. Then all those very clever Amiga programmers could take advantage of them. The looks of some of the Reader Games might even improve... (no offence meant).

Ciaran O'Brien
Ballinasloe, Ireland

A600 'NOT NASTY'

I have a few questions I'd like to ask you.

If John Kennedy (The *AF* technical man, not the president) thinks that Amiga 600s are nasty, unpleasant little computers then why doesn't he buy all A600 owners a brand new A1200? This would certainly stop letters from A600 owners who obviously think that their machine is fantastic and are presumably beyond help. I have owned an A600 for years and it's an excellent computer, but I would not say no to a new A1200.

Why are people moaning about the new Amiga? In two year's time we will have a fantastic new computer that will blast the PC world apart. Start saving now and in two years you could be enjoying a top of the range Amiga.

Do you intend to put the Amiga song on the cover CD as a MOD file? It would be good to hear what the Amiga anthem sounds like. While you're considering that, how about some stickers to jazz up the Amiga?

Ross Whiteford
Abernethy



The Amiga theme CD, *Back for the Future*. This may come as a surprise, but you're actually supposed to buy it.

I suspect John's comments about the A600 were motivated by frustration. In many ways they are the most obsolete Amigas because they are so difficult to expand. This makes it harder for A600 owners to keep up with everybody else. In its favour it is probably the neatest of the Amiga range and the only one that fits into a briefcase.

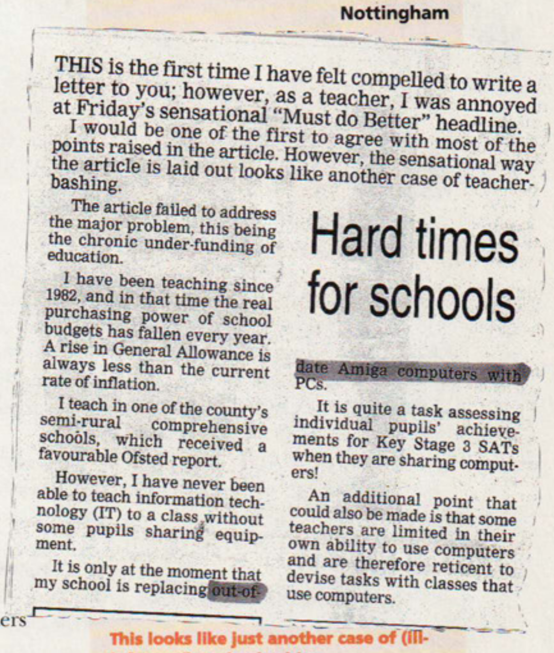
People moan because they enjoy it, you should see some of the letters that we get in this office!

I think the idea with the Amiga anthem is that you're supposed to buy it.

Snippets:

The enclosed letter appeared in our local newspaper, the *Nottingham Evening Post*, and I was a bit upset as I run an A2100 with a hard drive and 8Mb under the bonnet.

A. Sheldon
Nottingham



THIS is the first time I have felt compelled to write a letter to you; however, as a teacher, I was annoyed at Friday's sensational "Must do Better" headline.

I would be one of the first to agree with most of the points raised in the article. However, the sensational way the article is laid out looks like another case of teacher-bashing.

Hard times for schools

The article failed to address the major problem, this being the chronic under-funding of education.

I have been teaching since 1982, and in that time the real purchasing power of school budgets has fallen every year. A rise in General Allowance is always less than the current rate of inflation.

I teach in one of the county's semi-rural comprehensive schools, which received a favourable Ofsted report.

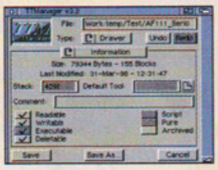
However, I have never been able to teach information technology (IT) to a class without some pupils sharing equipment.

It is only at the moment that my school is replacing out-of-date Amiga computers with PCs.

It is quite a task assessing individual pupils' achievements for Key Stage 3 SATs when they are sharing computers!

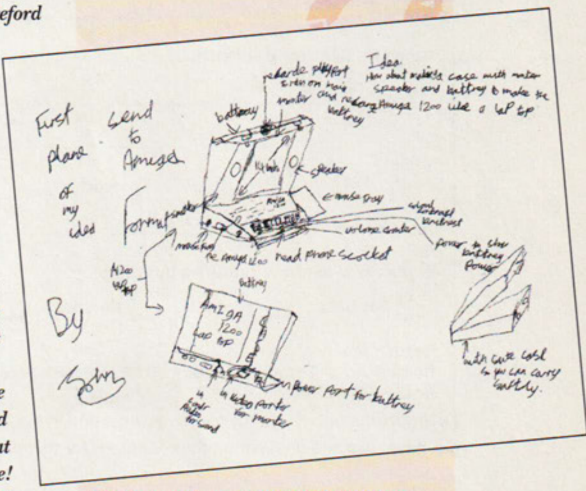
An additional point that could also be made is that some teachers are limited in their own ability to use computers and are therefore reticent to devise tasks with classes that use computers.

This looks like just another case of (ill-informed) Amiga bashing.



I have an idea for the Amiga 1200 that can be seen on the plans I have done. I have also found that with *TT Manager* that if you change the Trash Can into a Drawer you can place it where you want to or delete it, then you can change it back into a Trash Can. If you want to keep it in its new place. If you don't have a Trash Can you can put a Drawer where you want the Trash Can and then change the Drawer into a Trash Can.

J. P. Woodhouse
Cambridge



Thank you for your illuminating ideas. Does anyone actually still use the Amiga trashcan? I deleted mine years ago...



Reader Ads

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FOR SALE

A1200 RAM board, 8Mb, 68882 33MHz FPU. Will post. £50. Email s-t.e.downes@tees.ac.uk or ☎ Tom 01558 668074.

Surf Squirrel, vgc with box and manuals, £60. Miracle Keyboard Piano Tutor, takes player up to Grade 2 standard, £80. ☎ Stuart 01603 449653 (Norwich) or email stu-r@bigfoot.com.

B&W MPS1270 inkjet printer, boxed, instructions, leads, only £40. Also 8Mb SIMM £10. Logic 3 mouse, £5. Also some games. ☎ Duncan 01333 312715 (after 8am).

A600, '020 accelerator, 6Mb RAM, 170Mb HD, software, including DPaint 3 graphics, Protext 4.3 word processor, PageSetter 2 DTP, with manuals, clipart and fonts. £110. ☎ 01373 864649.

Adult CD-ROMs £5. Midi interface £10. Cumana disk drive £25. Tabby tablet and software £35. Colour scanner for A500+ £40. Please send cheque to: P. Tomkins, 341 Kenton Lane, Harrow, Middlesex, HA3 8RT.

Aminet CD 1 to 24, only £70. Lots of Amiga mags. Email nop35659@mail.telepac.pt.

CD-ROM software for sale. OnEscapee £20, The Strangers £15, Arcade Classics Plus , Software Explosion £10 each. Fire Force, Heimdall 2, Microcosm £5 each. Subwar 2050 £8. Also 120Mb hard drive £50. ☎ 0161 3049471.

50+ boxed original games, £2 to £5 each, new and old, including Worms, AB3DII, Pinball. See my website for a complete list: http://www.zen.co.uk/home/page/iebenson/iain.htm. ☎ 0161 3049124 (evenings only).

Apollo 1220 accelerator (bare) £25. 80Mb 2.5" hard drive £20. Citizen Swift colour printer £25. ☎ Philip 0115 9262142.

'040 accelerator board for A1200, 1084S monitor. Also Amiga contacts to swap software, etc. Send details to: T. Roberts, 86 Barrack Road, Hounslow, Middlesex, TW4 6AW.

A1200 with 68030, MMU, 8Mb, FPU, Squirrel and 2x CD-ROM, 18 disks, ST Fax, six boxed games, £150 due to upgrade. Will split if required. ☎ Tony 01745 851115.

CD^{32} plus one joypad and nine games: Nick Faldo's Golf, Zool, Microcosm, D/Generation, Liberation, Total Carnage, Sensible Soccer, Diggers/Oscar, Video Creator. Perfect condition, £150. Wanted: remote control and disk drive for CDTV. ☎ Robin 01305 785675 (after 6pm).

Eight speed CD-ROM and Squirrel, £60. 8Mb A1200 expansion (populated), £30. Cumana external floppy (any Amiga) £10. A1200 internal floppy, £5. Buyer collects or pays postage. ☎ Mick 01282 705328.

PC-Task 4.4 PC emulator, manual, registration card, boxed, £55. ☎ 01563 530482 (after 6pm, weekdays).

A2000, one chip, 4Mb RAM, 1084 monitor. Professional rack mounting 19" Rendale 8806 genlock (cost £800 new). Broadcast Titler II software and manual, £350. Superpic digitiser, £50. Datascan hand scanner, £25. ☎ 01222 864769.

Canon BJ-30 printer £35, Squirrel and software £25, external disk drive £20, Monkey Island 2, Settlers, Worms, Wing Commander, Subwar 2050, all boxed, £6 each plus postage. ☎ Trevor 0411 961150.

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Free!

Blizzard 1230 IV for A1200. 68030 with MMU and 50MHz FPU with 16Mb EDO memory. Sale because of upgrade. £100 including P&P. ☎ 0411 715548.

Viper IV, '030/42MHz, 4Mb RAM, 33MHz FPU, MMU, fully boxed with utilities, £60. Surf Squirrel, vgc, boxed with manual and software, £65. 01603 449653 or email stu-r@bigfoot.com.

A500+, over 80 games, utilities, snapshot device, TV tuner, joysticks, assembly language programming books. £40. ☎ 0181 3305090.

CDs for sale: Aminet 24 £6, Doom 2 £8, Gloom 3 £5. New A2000 keyboard £30. ☎ Martin 0171 4952657.

New Infinitiv tower plus extras, Z3 board, ProGrab 24RT+, Canon photo printer, 250W power supply, A1200 v.3.1, '030 50Mb accelerator, Surf Squirrel, Grundig 14" scart television, sensible offers. ☎ 01745 887610.

CD/Amiga audio mixer cable (Eyetech) to combine and balance both outputs. Bought in error for £20, sell for £15 (including P&P). Email a.boone@kainos.com or ☎ 01960 366670 (after 6pm).

Citizen ABC colour printer and all leads, spare ribbons, immaculate condition, £75. Foundation CD game, brand new, £20. ☎ 01274 622684.

SCSI 2x CD-ROM, PSU, software, cables included. £65 including P&P. Andrew Jackson, 7 Nut Tree Close, East Huntspill, Nr. Highbridge, Somerset, TA9 3PN or ☎ 01278 787095 (after 6pm).

Amiga 600/1200 internal hard drive, £50. ☎ 01322 339388.

Ram 8 board with 4Mb, FPU, battery backed clock, £50 including P&P. 33.6K modem and Whippet interface, £80 including P&P. ☎ 01723 361440.

Amiga 4000/EC30, 18Mb RAM, 540Mb hard drive, quad speed CD-ROM, CDs and 3.5" disks plus mags, including Amiga Format 1, 2 and 3. No monitor, hence £450. ☎ 01633 881413.

A4000/30, 16Mb RAM, 24-bit graphics card, multisync monitor, 24-bit framegrabber, genlock, flatbed scanner, printer, Opal Paint, ImageFX, Brilliance, Adorage, VistaPro, etc. £550 or make an offer – it must go. ☎ 01638 720048.

Amiga sale: Stereo Master, Surf Squirrel, 2x CD-ROM (new), external HD casing, 2.5" 340Mb, Action Replay, A500 3.1 ROM, Anti Virus track display. Call for prices. ☎ Leroy 01903 600608.

A1200 Power Tower, Viper Mk IV, 4x CD-ROM, 860 Mb HD, monitor, external disk drive, parallel switcher box. 28 cover CDs with magazines, 35 top original games. The lot for £600. ☎ 01484 846125.

Goliath 200W power pack, £35. Eyetech 8x CD-ROM with buffered 4-way interface, manual, software, £100. Wordworth 7 (disks) £35. Imagine 5, £35 with manual. Lightwave 3.5, £50. ☎ 01405 860798.

WANTED

Amiga ROM Kernel Reference Manual: Libraries. 3rd edition only, hardback or paperback. ☎ David 01268 452335 (any time, Friday to Monday).

Battle Squadron, Flood, Stunt Car Racer, Murder, Rick Dangerous, Star Wars, Wembley International Soccer, Battlechess, Player Manager, Supercars 2, Barbarian. ☎ Lee 0113 2713532.

SX32 and keyboard required for CD32. Also, games required for CD32, especially pinball, strategy, adventure and ones by Bullfrog and Team 17. ☎ Andy 0121 6846819 (preferably evenings).

Will swap my CD32 with games, one controller, complete with PSU and RF cable (all in good working order) for Vidi RT24 video digitiser. Can post. ☎ Craig 01234 554011 (evenings).

Book: Amiga Format Guide to Amiga Desktop Video, by Gary Whiteley, ISBN 1898275084. ☎ 01202 475747.

Swap a modem for an external CD-ROM. ☎ Daryl Leach 01204 668093.

Printer driver for Commodore MPS1270A. ☎ 01908 674422 or write to: Trevor Barnett, 14 Gibbwin, Gt. Linford, Milton Keynes, Bucks, MK14 5DJ.

Manuals for A1200 and any information on the AMI-PC linkup kit or any Network PC-like facilities they have. Also Cannon Fodder 1. ☎ 01932 848747 (after 4pm).

Urgently wanted: Latest version of Music X or Bars and Pipes. I also need a DAT recorder. Can anyone help? ☎ 0121 7444727.

A1200 owner looking for kid's games and educational software to swap or buy cheap, for ages four to 12. Chris Elliott, 26 Lansbury Avenue, Rossington, Doncaster, South Yorks, DN11 0AA.

DigiPaint 3. Must have manual. ☎ Vince 01905 617609 (after 7pm weekdays and weekends).

Music X, version 2. ☎ 01476 860988.

Desperately need any version of Photogenics on floppy disk. If not, CD will do. ☎ 0171 6225576.

Frontier: Elite II, SimCity 2000, Prince of Persia, Zeewolf, Alien Breed 3D (I or II), Shadow Fighter AGA or other good A1200 games. Also, does anybody still have Hunter? ☎ 01642 313499.

I really need a CD32 disk drive (floppy) and Base Jumpers or Jetstrike CDs. Also, D/Generation and any modern demo CDs. ☎ 01367 718923 (between 5pm to 7pm).

A1200, boxed, 209Mb HD, extra disk drive, sound sampler, two mice, two joysticks and monitor. Also, 600+ disks and 30+ boxed games. £150. ☎ Stephen 01287 636049 .

Programmer wanted for educational software currently under development. Must be familiar with HiSoft Basic. ☎ 01705 645311 any time.

Games: Star Crusader, Virus, Super Stardust (CD32), Leading Lap (AGA). Boxed originals only. Also, Delfina sound card. Will pay good money. ☎ Martin 0171 4952657.

Accelerator for A1200, 8Mb RAM and clock, preferably free RAM slots and PCMCIA friendly. ☎ 01252 512880 (after 6pm, ask for Mark).

***AF* Cinema 4D cover CD** or actual program. Bedford area preferred. ☎ 01234 211910 (ask for Scott).

PERSONAL

Also see the AmigaAngels document on our CD.

Amiga contacts needed in/around Sheffield. I need help putting CD-ROM and 5.25" HD into Eyetech tower. Or, exchange 1.2Gb Bigfoot HD for 500Mb and 2.5" HD (internal A1200). Email fagin@firstcontact.u-net.com or ☎ 0114 2438653. Also have various hard/software. Any Sheffield groups?

USER GROUPS

Send us details of your local user group and your ad will be printed for three issues.

New user group starting up in Bodmin, Newquay, St. Austell and Truro. ☎ Clive on 01726 822061 after 7.30pm on weekdays or at any time on weekends.

XCAD users group want to attract as many XCAD users as possible. Interested in joining and receiving the "XCAD User" newsletter and tutorials? ☎ Tony 01662 250320 after 6pm.

Are you interested in helping other Amiga users? If you want to join the Amiga free helpline, ☎ Terry 01709 814296.

Power Amiga – New Amiga group in Portsmouth, for Internet, video graphics, scanning, digitising, word processing, desktop publishing, animations, CD-ROM, games, support, etc. Monthly newsletter. ☎ Richard 01705 829541.

Edinburgh Amiga Club. Meets every second Tuesday at Gilmerton Miners Welfare Club, 7pm – 11pm. Tutorials for beginners, information at all levels, hardware and software help. Email jim@eac.ednet.co.uk.

Maidenhead Computer Club. One of Berkshire's longest established computer clubs, new members welcome. Meet every second Thursday of the month, 7.45pm, Community Centre, Highfield Lane, Cox Green, Maidenhead. ☎ Alan Everett 0118 9453420.

Coventry and Warwickshire Commodore Computer Club. Meet first Wednesday of every month at Earlsdon Methodist Church, Coventry, 8pm – 10pm. ☎ Will Light 01203 413511, Ed Freeman 01788 812138. Email luke.stowe@ukonline.co.uk

Deal Amiga Club. Meet every Friday, 7pm – 11pm, St. Johns Ambulance Hall, Mill Hill, Deal. ☎ 01304 367992/379857 or email amiga.club@centrenet.co.uk.

X Zone BBS, West Berkshire's coolest BBS with nearly 3,000 files online, pictures, MODs, HD installers, utils and more. ☎ 01635 820590 now (6pm to 1am, 33.6K BPS).

Amiga Design Workshop, UK. New group in Kent. Anyone in the south east welcome. Monthly newsletter, run by readers, database, stored lists of animations, art, music, etc which are sent to software houses/websites, competitions, discounts on Amiga Energy mag. Write to: 18 Gull Close, Roundshaw, Wallington, Surrey, SM6 9EU.

The Gallery

ON THIS MONTH'S CD

AFCD30:-ReaderStuff-/-Gallery-

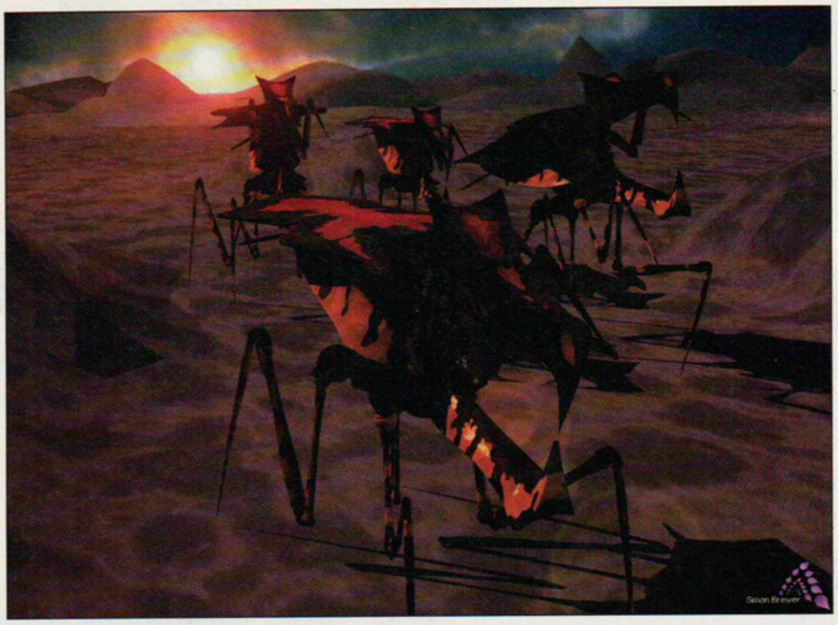
A bumper crop for the Gallery this month, with the juiciest pictures hand-picked by **Ben Vost.**



Triton, Cityscape & Ghoul
All by Tony Gascoine
We liked the lighting, the texturing, the modelling (where applicable) and the rendering of these images. Their colour and richness even overwhelm the odd lens flare indiscretion in the Cityscape image. Well done Tony, excellent work!







Bugs by Simon Brewer
Visited Klendathu recently, Simon? Anyway, this image is much more integrated than the previous ones you sent, but the bugs still look a bit sharp against the background – it may be worth your while to post-process the image a little to even things up.



Grus by David Evans
David sent us loads of pics for inclusion in the Gallery this month. We particularly liked his goblin drawings which are reminiscent of the Games Workshop™ work of the late eighties.



Doom by Matthew Hilton
Matthew says this is his first attempt at rendering, in which case his director's eye for the shot and his colours mean we should get much better pictures from him in the future.



Leticiaformat by Guy Rodgers
Although this smacks of a tracing over a digitised photo, it's still a lovely picture considering it was solely done in shades of grey.



X-Wing by Simon Waite
A very nicely hand-drawn (if somewhat small) contribution to the *Star Wars* oeuvre. I also liked your Bison work in progress – fancy you remembering Ron Thornton's finest hour that never was!



POUNCE!!! by Emma Tilley
Emma's two cats, Hansle and Gretle (yes, it's spelt that way) are the subject of many of her drawings. Keep up the good work, Emma!



Twins by Muriel Bates
Submitted by her friend Paul Williams, Muriel's pictures have a Mabel Lucie Attwell feel to them.



Amanda by Paul Williams
So here's a hand-drawn picture from Paul himself as part of his A-level Art project. It says in his readme that... oops!



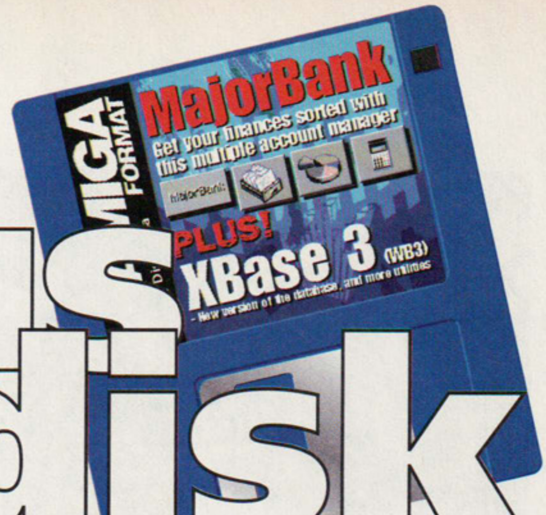
Picture by Ben Wright
We like this picture a lot – it's just a shame that Ben didn't see fit to give it a better name, or any explanation of how he did it.



CD by Paul Barrick
Paul has presented us with a whole series of PNG images in this month's Gallery. We chose to show this one because we loved the enormous number of lights that have been used to create the dancing shadows.



Lillpic005 by Ole Petterson
It's a shame this doesn't have a more descriptive name or something of an explanation to go with it. It looks to us like part of an animation which we'd love to include on a future CD, OK Ole?.



Serious disk



AMIGA FORMAT

Dave Taylor brings together this month's selection of the best new Amiga programs, including a new financial manager.

MajorBank

There are few Shareware bank account managers as accomplished as *MajorBank*. This latest release includes advanced features like Euro conversion and usage, graphs, multiple accounts and automatic transfers. You can try *MajorBank* by loading it directly from your drive where it is de-archived, but you should install it using the installer as it expects to find some assigns.

> "You can choose to make the bank the name of a credit card company if you want to set up a credit card account..."

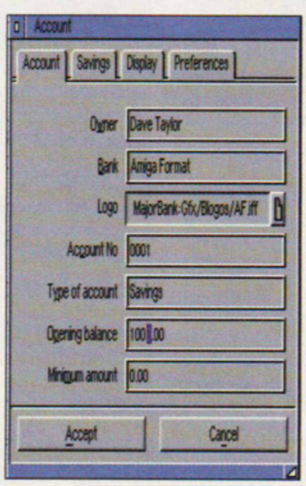
SETTING UP ACCOUNTS

The first thing you need to do is set up your accounts. This is done very quickly by selecting New from the Project menu. A requestor will open, allowing you to fill in all your details. These include the name of the account holder and the bank it is with.

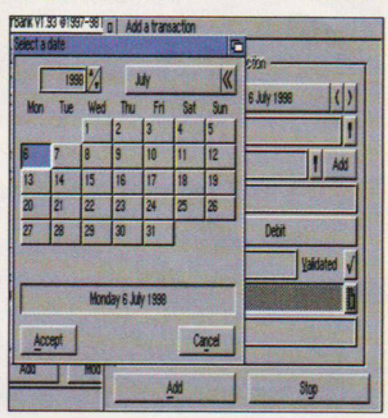
You can choose to make the bank the name of a credit card company if you want to set up a credit card transaction account and you can add in a logo for the account. Supplied with the program are a set of logos for French banks, but although the program is localised, there are none for English banks. You can easily create one in any paint package and save it out as an IFF. Although you can have anything as a logo, bear in mind that it has to fit in the space in the top left of the account section, so don't make it too large. You don't need to use a logo at all; they just make an account more quickly recognisable.

When you have multiple accounts they are listed along in tabs and the logo makes it easier to see which account you are looking at. You also need to enter the account number, type and the Opening Balance and Minimum Balance. That's all you need to set up for an account but there are other tabs that allow you to set some of the preferences for the account. These include the Display, which sets the size of the fields that are displayed so you can change the look of the actual interface, and Preferences.

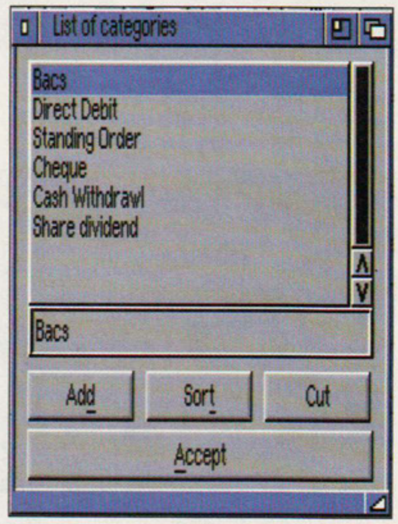
In the Preferences tab you can choose a password for the account, the date format (dd-mm-yy, mm-dd-yy, etc), colours and two options regarding validation. Validation refers to each transaction. You can enter a transaction but not have its effect added to the account . You may want to do this with cheques, where you have paid them in and, although they are in your account, the funds don't clear for several days. When the funds have cleared, you can validate the transaction to allow the funds to be used in calculation of the account.



Creating a new account is quick and easy. Simply fill in the fields in this requestor from the Project menu and it's all done.



When adding a transaction you are helped by additional requestors like this Date one and the drop down Category selection.



This list of Categories is useful as you can display transactions according to them. You can enter categories here or in the New Transaction requestor.

In the Preferences you can set validation to be on by default, so every transaction is automatically validated on entry. You can unvalidate it if you want to, simply by clicking on the item's reference in the validation column in the interface. You can also choose which value is entered in the Validation field in the interface. By default this is "/", but you can change it here to "Yes", etc.

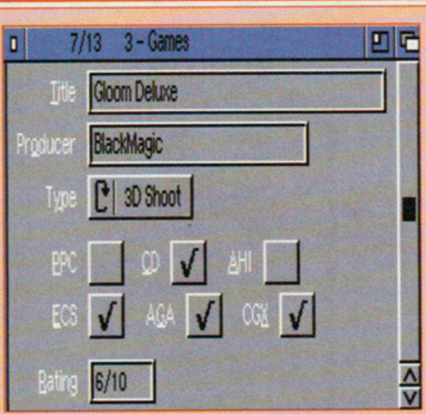
ENTERING TRANSACTIONS

You can now start entering transactions immediately if you want, but it is better to set up one further part of the database first. Every transaction can have a category associated with it (Direct Debit, Utilities, Freelance, etc). When you start, there are no categories loaded so you need to create them. You don't have to create categories, but it

EXTRA UTILITIES

XBASE 3.0

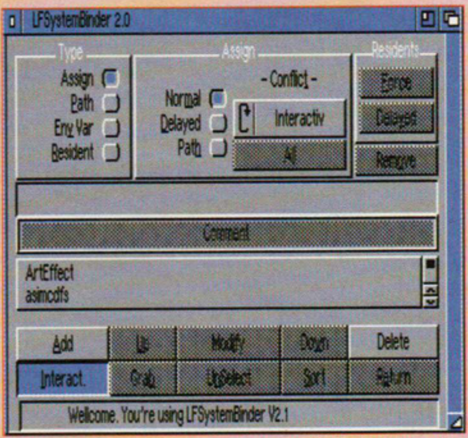
If you don't have a hard drive and can't use *MajorBank*, don't despair because there's still the rather excellent, new version of *Xbase* included. This database allows you to design the look of the database from scratch. For a detailed tutorial, read the description in *AF111* when we included an earlier version. One of the new additions is the Cycle gadget. You can now choose this as a field and enter the values to be displayed as the user cycles through. These are ideal for items that only have a few choices and you don't want the user to be able to enter unique values like CD, Vinyl or Cassette.



The new version of *XBase* is a lot more advanced than the one we previously included (version 2) and has new fields and gadgets available for use in your design.

TOTALCALC

As mentioned in the *MajorBank* introduction, there is an advanced calculator included this month. *TotalCalc* includes memory and hexadecimal features as well as all the functions of a scientific calculator (Sine, Cos, etc). The memory is actually more advanced than you normally find in scientific calculators as it has several memories, enabling you to store more than one figure.



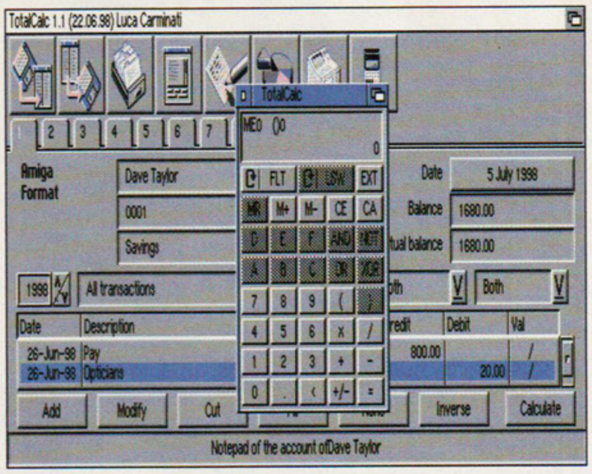
LF SYSTEM BINDER

Although we only have a small amount of space to talk about this program, we must urge you to try it out. To use it you must install it and restart your Amiga. When you open the interface you'll be able to choose the Interactive button at the bottom left of the interface. This gives you access to all Assigns, variables, paths, etc, that are used on your system and you can modify each of them from here.

WARPWB

This is simply an update to the useful hack included recently. It can close parent windows when you open a child.

This is an excellent little utility that makes controlling and cleaning up your system much easier through its single editing interface.



As you can see, you can use *TotalCalc* from this month's coverdisk in conjunction with *MajorBank*.

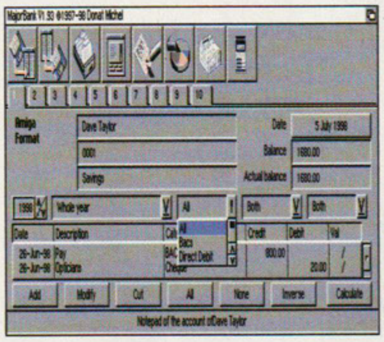
makes transactions easier to manage and you can view by category as well, in order to see how much your gas has cost in a year, for example.

Go to the Edit menu and choose Categories from close to the bottom. A blank requestor will open and you can click on Add to insert a category. Rename it, press return and repeat for any categories you want to set up. When you've finished, you can click on the Add button at the bottom of the screen to enter your first transaction. A requestor appears with the date at the top. This uses today's date by default, but you can use the arrow buttons on the requestor to move backwards and forwards. You can also click on the date box to get a calendar from which you can select the transaction date.

The next field is for a description, like "Purchase of books", and then a Category. You can select a Category from the drop down menu and the list that you entered will be here, or you can type in a new category. You can now see why you can choose to skip creating the Categories first because there is an Add button that you can activate. When the transaction is added to the account, the Category will then be added to the list of Categories too. This is fine for ones you forgot to add but it isn't recommended for creating every category on the fly as you'll almost certainly forget which categories are used and duplicate them or create ones that overlap.

You can then enter a number for the transaction, such as a cheque number, and then, most importantly, choose either Debit or Credit from the cycling menu. Below this is the amount box and you can also select here whether the transaction is to be validated on entry.

If the transaction is a transfer from another account, a drop down menu allows you to choose the source or recipient and, finally, a comments line allows you to add a note.



This is the main interface to *MajorBank* where you can see all your transactions. The drop down menus allow you to choose which transactions should be shown.

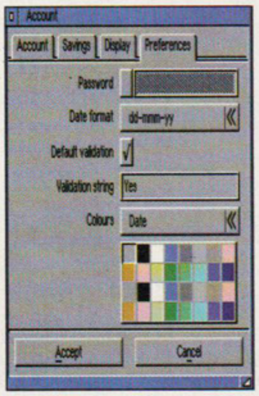
OTHER FEATURES

Once entered, the transactions appear in a scrollable list at the bottom of the screen. Above the columns are boxes with details on the fields and drop down menus. You can choose which records should be displayed from these menus, so, for example, you could only show transactions in June which were unvalidated cheques.

MajorBank also has a Note Taker which is accessed from the paper and pencil icon at the top. Other icons give you access to the graphs that will generate a pie chart for debits and credits in a specified time period. You can save graphs out as IFFs if you want to use them in a report.

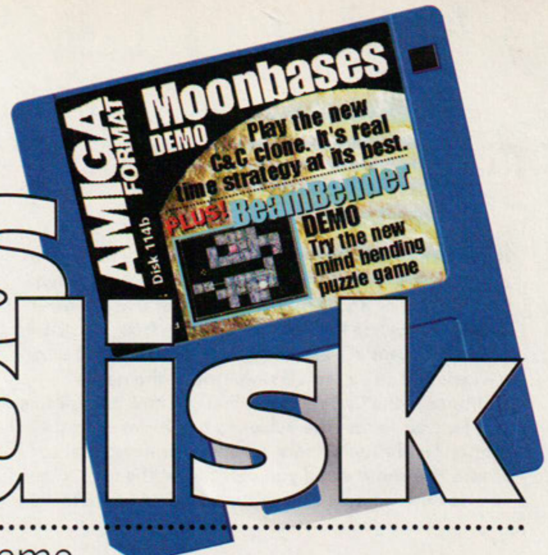
As well as printing records, you can open a Calculator so you can work figures out before entering them. By default, the program will open the feature-challenged Calculator that comes with Workbench. You can change this in the Preferences from the Tools menu. This month's coverdisk includes an advanced calculator called *TotalCalc* that can be used instead. This demo has the ability to record up to 100 transactions. Registration is $20 (£14) and details are in the documentation.

We noted that accessed requestors would occasionally appear on Workbench, even though the program had been opened on a public screen. If you try something like deleting a record and find that you cannot access the buttons, you may find that it is because a requestor has popped up on Workbench. Simply swap back and OK the requestor.



You can change the preferences for the program in the Tools/Preferences menu. This includes the date format and the external calculator to be used.

Games disk





AMIGA FORMAT

Remember ***Dune II***, the game that spawned the revolutionary ***Command and Conquer*** on the PC? **Dave Taylor** introduces a demo of the new Amiga C&C clone.

Moonbases



Moonbases requires a hard drive, WB3 and 3Mb RAM, but as soon as you start playing you can see why. This is a real-time action strategy game like *Dune II* and the later *Command and Conquer* (which doesn't currently seem likely to be ported to the Amiga because of licensing fees).

In this demo you can play the first two complete missions. When the game starts, select New Game and you will be given a mission briefing. The game centres around the power struggle between two corporations. You are attempting to take over each sector to allow your company free access to it and the wealth it provides.

The very first mission gets you used to the way the game works with the simple objective of destroying the enemy vehicles and base. When you start out you have limited amounts of money and vehicles. The gameplay essentially uses building blocks; to build more vehicles you must create a Vehicle Construction Centre and to use that you must power it with Solar Panels.

On the bottom right of the screen you will see your power supply. If it is a green bar, you have power left and each new building you place will reduce the power bar. If it is red, you are underpowered and the higher the bar, the more power you need to power your base sufficiently. Vehicles do not use up power, only buildings.

> "The money will start pouring in, but the enemy aren't likely to leave your rig alone so make sure it's protected."

When you click on a button at the bottom of the screen to make a building it will be constructed within a few seconds. You then need to place it where you want it on the map by moving the cursor, which is now holding the building, to its destination and left clicking.



Here you are at the beginning. Quickly start building up your base before the enemy attacks.

CITY WIDE BLACKOUT

Notice how the area around your base is blacked out? This is because you haven't explored it yet. If a vehicle moves over an undiscovered area then it will become visible. However, it will only remain visible while the vehicle is there. After it moves off, the area will become greyed out. This allows you to see the terrain you discovered, but not what is currently in that square. This means that enemy vehicles can move in and through the square without you seeing them. To stop this, you need to build a Satellite uplink station. This will communicate with a satellite in geo-synchronous orbit that'll send you a real-time map of the game area. A word of warning though – the uplink station will use a lot of power and cost you a lot of your money… money that could have been spent on more troops!

Within seconds of starting the game an advance force from the opposing corporation will attack you. Any of your troops in the area will defend and attack the incoming forces. However, unless you concentrate your attack, it allows the enemy to pick off individual vehicles. If you move the mouse up to the top of the screen, it will scroll and you will find more of your forces.

To select individual units, right click on one. The unit will then show a status bar that should be entirely green to indicate it is undamaged. You can now left click anywhere on the map, even in the blacked out or greyed out areas to send your unit there.

Alternatively, you can click on an enemy unit or building and the unit will move in and start attacking it. Selecting units separately and issuing commands to each can be useful to help you set your vehicles on different tasks and enemies, but it's better if you use groups.

To select a group of units, right click the mouse and hold down, then drag out a square over the top of the units and release the button. All the units in that square will now respond to a single order. You can now move or attack in unison. If you buildings come under fire, they will be damaged and

BEAMBENDER

If you haven't got the resources to run *Moonbases* then there is also this demo of *BeamBender*, reviewed last issue. This will run from a floppy disk but you will need a spare one to de-archive the game to. For more details on the game, read the review. However, as a quick guide, *BeamBender* is a puzzle game. The idea is to direct the laser beam of one colour onto the gem of the same colour. In order to achieve this you need to choose the correct mirrors as they appear at random at the bottom of the screen. Drop them onto the playing tiles at the right points and, wait for it, bend the laser beam that will be fired from the turrets. Note that the reflective side of the mirror is the straight side and the curve represents its back. In order to shoot a laser through the gem and use it as an exit, the beam must go through in the direction of the groove of the gem. If the beam goes through the wrong way, the exit will be destroyed and you'll have to start the level again. There is a timer ticking down as you play the game. After a while, a laser will fire automatically. If the timer hits zero you lose the round, so to preserve time, use the pause button at the bottom left of the screen while you think of a solution. When you think you have the solution in place and the mirrors correctly positioned, double click on the laser and it will fire three test shots so you can see if it is correct. If it is, click on the gem and the laser will fire one beam, the final one. As long as you were right, the exit will be activated. Get it wrong and the gem is destroyed. When all the exits on a level have been activated you will leave it. For details of the full game, see last month's review – call our back issues hotline on 01458 271102.





Place your mirrors, get your angles right and then fire your laser so it hits the gem from the correct side. Sounds easy, right? Right?

ultimately destroyed. If you have enough money you can repair a building by right clicking on it to select it and then clicking on the Spanner icon in the bar at the bottom.

THE TIDE IS TURNING, BILLY

When the first enemy wave has broken on your ranks of tanks, it's time to seek out their base and dispense some retribution. Their base is directly below yours. Be warned though, they are quite well defended so you'll need to produce some additional vehicles before you set off. Once you have the construction building, you can create vehicles.

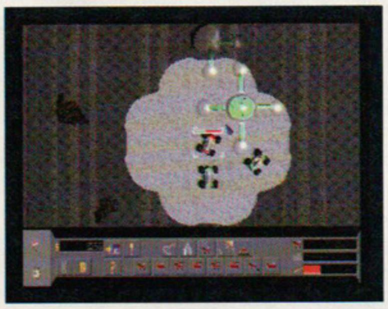
The available units are shown in buttons along the bottom. Each unit takes time to be built, like the buildings. If the button for a vehicle remains depressed and you can't build any more, there are two possible reasons. The first is that you have run out of money and there's no way to get any more on the first level. The second is that you've created several units but haven't moved them away from the building. They are surrounding it and there is nowhere for the new vehicle to be placed. Move the units away and the new one will appear.

This restriction should be noted when attacking enemy buildings too. You can only have four vehicles around a building, one at each corner, and then only if each corner is accessible. Move your new units down the map and remember that heavier units have better attacking power but move more slowly, so if you send everything off at once, the smaller, faster, weaker units arrive first.

When you reach the base you can start attacking it, but expect defence. If a unit attacking the base comes under fire it will turn to defend itself automatically. You should win quite easily if you have enough troops.

The second level is similar but now requires you to use mine clearers to get access to the enemy and you have to start mining the resources using a rig. When you find a drop shaft on the surface, send a rig there and then click on it to set it down and start mining. The money will start pouring in, but the enemy aren't likely to leave your rig alone so make sure it's protected.

The full game includes twenty single-player levels and a two-player, serial connection game. For more information, see the documentation.



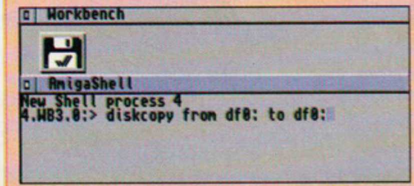
A last ditch kamikaze effort on the enemy.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

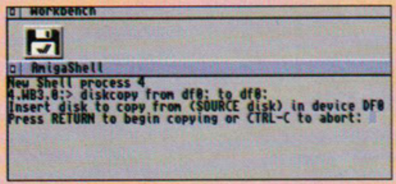


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

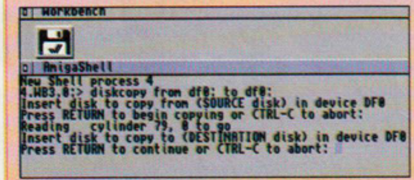


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

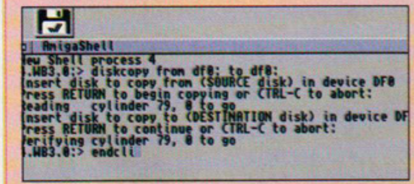
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type endcli to close down the Shell.

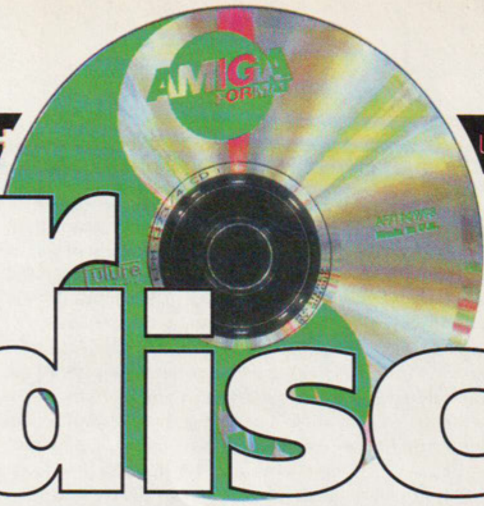
DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

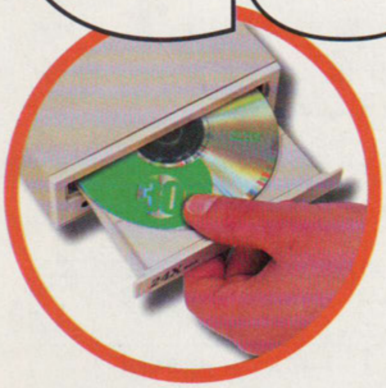
***Amiga Format* (insert name of disk)**
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error then the stamps will be returned with a replacement disk.

* New Visage * New Datatypes * New H… update



Cover disc

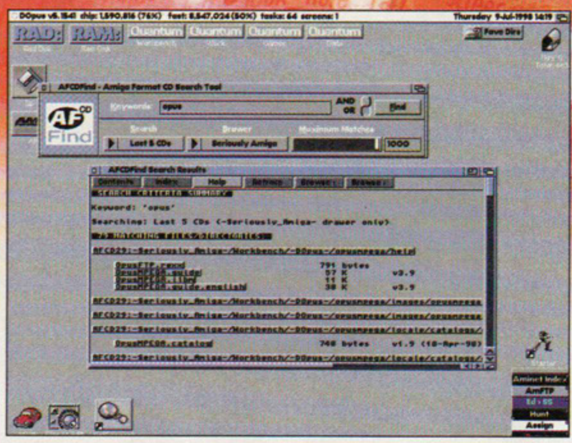


AMIGA FORMAT

AFCD30 is packed with goodies, but you might need some help finding them all before the next CD's out. That's what **Ben Vost** is here for.

NEW THINGS TO SEE

This month we have a new version of *AFCDFind*, with some stunning improvements. To all those of you who asked why *AFCDFind* couldn't open the directory windows of the files it found, and I said it was never going to be able to, I apologise unreservedly. Oliver Roberts, the genius behind *AFCDFind*, has been able to do it. The bad news for some of you is that Workbench still doesn't offer the ability to do this, so this new feature only works for those of you running an up-to-date version of Directory Opus (5.5 or later).



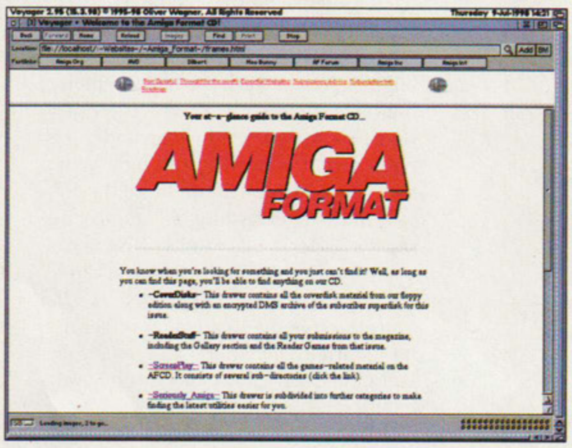
Even better, you can also choose to allow DOpus to run its filetypes over all the files and show them according to how you have DOpus set up.

These new additions, and the addition of a cycle gadget allowing you to restrict your searches to a particular part of the CD, make *AFCDFind* better than ever. If you wanted to search for all the Gallery images on the CD, you can now do it by searching for ".iff .jpg. .jpeg" files with the "AND" button selected, and by having only the ReaderStuff directory selected.

Up will come the Multiview window showing you all the files and you'll be able to click on the image names to show the pictures. We recommend using the commodity *CycleToMenu* (+System+/Tools/Workbench /CycleToMenu-2.1) since this will turn the cycle gadgets into pop-up menus.

We have also added a RoadMap page to the HTML in "Ben_Speaks!". This gives you an in-depth explanation of what can be found where on our CD every month.

All these details and more can be found in the Changes file which is updated every month in +System+/Info/AFCD_changes.



We're always improving our CD. Now look, we've added DOpus functionality to *AFCDFind* and a roadmap of the whole CD.

GAMES BONANZA!

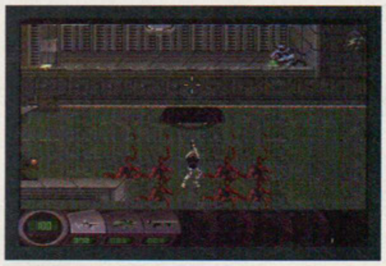
-ScreenPlay-/OtherStuff

In the OtherStuff drawer in ScreenPlay this month we have a treat for all you Doomers and Fraggers out there. We have more than 100Mb of *Doom* WADs and conversions for you to play with (we've put the *DEU* port in the same directory), with everything from *Aliens* and *Star Wars* total conversions to really hard deathmatch levels.

The WADs require you (for the most part) to have a registered version of *Doom* and not just the Shareware version, but people like Weird Science and others are all doing *Doom* packs that you can get very cheaply while supporting your local Amiga dealer.

In the same directory, you'll also find over 35Mb of *Quake* add-ons, including *Quake Rally*, a car racing game that uses the *Quake* engine! Again, there's all sorts in here, from *Final Fantasy 7* conversions to *James Bond* ones, along with new weapons, new levels and more.

Last, but definitely not least, if you visit the -ScreenPlay-/Shareware drawer you'll find a drawer for *Abuse*.





Shooty *Aliens*-inspired action from *Abuse* on our CD.



Although the source code for *Abuse* was released at around the same time as that for *Doom* and *Descent*, the game was never as high profile as these monsters, so not many people really noticed. *Abuse* is a 2D, sideways-scrolling platformer, along similar lines to *Gryzor*, but with a touch of *Flashback* and *Aliens*. Again, like *Doom* and *Quake*, the game is editable thanks to the levels and the AI being written in *Lisp* of all things, and because it has a built-in level editor. Anyone who's at home writing Installer scripts should have no trouble making their own stuff for *Abuse*.

The game itself is played with a combination of the keyboard and mouse; the keyboard is used to move you through the platforms while the mouse is used to aim and fire your gun. This means that you can be running

ew Pascal compiler * New Wzonka Lad * New RTGMaster * New Euterpe * New Python *

Your Stuff!

£50 AF Winner!

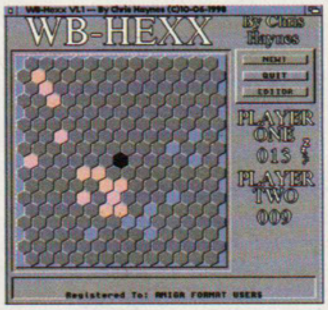
It's been a bit disappointing this month. Only nine people favoured us with their submissions, so it didn't take that long for me to sort through them to find the winner. Where art thou Bernard Cain, with your constantly improving *Business Card Maker*? Anyway, take a look at all the things we have in this drawer. Jamie Seeney's sent in a whole bunch of stuff – there's *Worms DC* levels, little *Blitz* programs to do all sorts of things (with the source) and even a *DrawStudio* picture of a guitar.

We have a GUI for VBCC from Mads Randstoft and more *Worms* stuff from Guy Rodgers; *XTR* add-ons from *XTR* supremo Alexi Tzitzas, and David Thompson has provided his *Imagine* objects. David Evans has sent us his *F1GP* cockpit and Chris Haynes has included a collection of his programs, all of which are very good and proved the toughest competition for the prize. Neil Bullock has his WOA disk magazine, but the winner, as it has been before for *UFO Enemy Unclothed*, is Simon Hitchen for his follow-up to *Armchair Assassin* called *Revenge*. It's ideal for relieving stress and the only thing we'd like to see is the ability to actually draw your own villains to shoot.









Chris Haynes came close with his collection of programs including *WB-Hexx* (left), but Simon Hitchens runs away with the prize (again) for the truly excellent *Revenge*.

away from the bad guys while shooting at them over your shoulder – nice.

We've included versions of the executable for all supported types of processor in a drawer called Archives in the *Abuse* drawer. If you have an '060 you'll get a slight increase in speed using that version instead of the default '020 version that you can run straight from the CD, so move the whole drawer to your hard drive and copy it across. We're looking forward to receiving *Abuse, Quake* and *Doom* add-ons from you as reader submissions to include on future CDs.

One last point. *Abuse* is the kind of game that the Amiga should excel at. It uses parallax and scrolling, it's 2D rather than chunky 3D and it has stereo sound. Even so, you're going to need a decent machine to get the best from it.

I have an A4000/'040 at work and I have to turn the lighting effects off to get it to run smoothly. Why? Because it's a port from a PC, which has to hardcode things like scrolling and parallax as it doesn't have the custom hardware to do it like the Amiga.

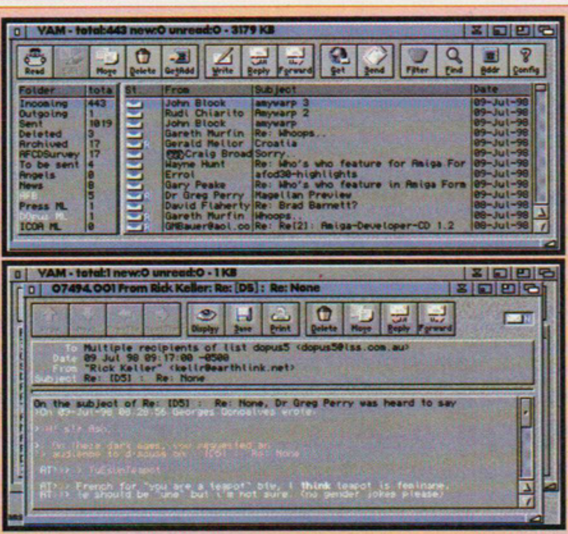
The guys who ported it have done so verbatim right now, but I hope they keep up with it and make a version that's a little more "Amiga-tised".

YAM 2 PREVIEW 5

-Seriously_Amiga-/Comms/Other/YAM2P5

Just as we were going to press with our CD we discovered that *YAM 2p5* had come out, so we decided to drop everything to make sure that it was included. The only slight problem is the fact that because it really went on at the last minute, it can't be found by *AFCDFind*. The new version cleans up some of the bugs found in the earlier preview and gives you the ability to send emails to local users (i.e. ones with the same domain name, like whatever@aol.com) without having to type in the whole address, and to get mail, including personal details, from other users.

Even so, *YAM* is still regarded by its author as being a public beta version and there are plenty of improvements to come. ¡Ay caramba! ¡Que dedicacion!



YAM 2 preview 5 – it's better than ever.

MEGADEMOS

-In_the_Mag-/MegaDemos

This month has again been a good one for great quality MegaDemos. We have three for you: *Unauthorized Lands* by Nah Kolor, *Automatic* by Nature and *Outlander* by Ukonx.

They all feature thumping choons, great visuals and more than the usual amount of pictorial nudity, so discretion is advised.

READER REQUESTS

-In_the_Mag-/Reader_Requests

As usual, The ReaderRequests drawer is full of the things that you've been looking for. As we say on the CD, we don't mind having a look for the tools and games you want to have, but we're not keen on you sending us emails of stuff you want us to download from Aminet, just because you don't want to run up your phone bill doing so. If you send us emails listing Aminet downloads we'll view them with some suspicion.

Continued overleaf ➡

At your fingertips

AMIGA PALM READER

-Seriously_Amiga-/Hardware/PalmLink

If you're an Amiga owner with a US Robotics' Palm Pilot you'll be pleased to know you can now get a tool that will allow you to link it to your Amiga in order to download files, upload software and the like. Although this version is an early one, it worked with the Palm Pilot we have here gathering dust and has turned it into a useful peripheral for the Amiga owner about town again.

SQUEAL OR SEQUEL?

-Seriously_Amiga-/Misc/msql-2.0.4.1

Although people pronounce it in different ways, *SQL* is probably the world's most popular programmable database language and we have an Amiga version on this month's CD. Learn *SQL* and you could land yourself a job with any of the big companies, web authoring teams and other corporations that need a lot of data sorted. It's not pretty but it's certainly powerful. Also check out the msql.library which you can use from other programs.

Anyway, you can find a *DPaint V* demo on here, along with a bunch of other utilities that you've asked for.

UNIX EMULATION ON YOUR AMIGA

-Seriously_Amiga-/Emulation/ixemul

Don't look so surprised, that's exactly what ixemul.library has always done – tried to emulate as many BSD calls as possible, thus allowing for easy cross-compilation of Unix programs destined for Sun Workstations and the like to be run on your not-so-humble Amiga.

The worst thing about ixemul if you have to download it is that it comes in loads of parts and can be quite a huge operation. Fortunately for you, the *Amiga Format* CD team will take all the work out of it for you.

All you have to do is simply decide which processor flavour you'll require to get Unix programs working on your machine as there are more than you might think.

I SEEK YOU!

-Seriously_Amiga-/Comms/Other/micq

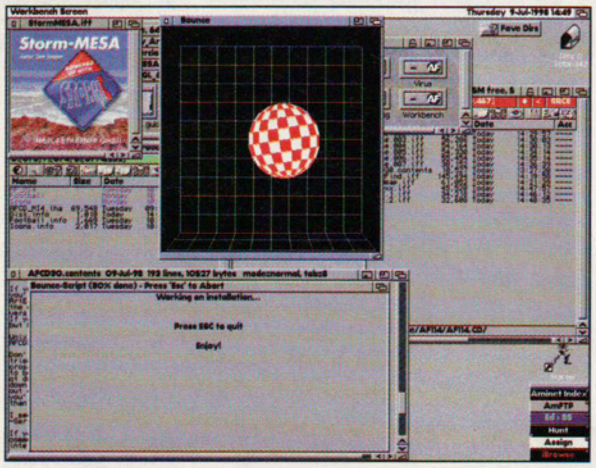
If you're online, you probably know about the ongoing battle between the Amiga community and Mirabilis, the authors of the seminal *ICQ* package for the Internet. At its simplest level, it's a tool that allows you to see when friends are online and chat to them, but it also offers a lot more than that. This version (there are two authors independently working on *ICQ* ports) will only work if you already have an *ICQ* account set up, which means doing it from a PC or Mac. Once registered, it works just like the clients for the other platforms, only with a bit of a MUI flavour.

H&P UPDATES GALORE

-Seriously_Amiga-/-Commercial-

If you have *Art Effect*, *StormC* or Haage & Partners' PowerPC software *WarpUp*, you'll be pleased to find updates for these programs on our CD this month. The *Art Effect* patches will patch a variety of versions of the software, up to the current version (or even older versions of *Art Effect 1* to the latest version of *AE1*). The Storm MESA drawer contains demos of *OpenGL* for the Amiga. If you're running them on a bog standard Amiga don't expect them to go fast, but PPC owners who have graphics cards should be impressed.

***OpenGL* on your Amiga? It's possible, just not fast unless you have a gfx card.**



DISCLAIMER

This *AFCD* has been thoroughly scanned and tested at all stages of production. We recommend that you always run a virus checker on ANY software before running it. Future Publishing Limited cannot accept any responsibility for disruption, damage and/or loss to your data or your computer system which may occur while using this disc, the programs or the data on it. Ensure that you have up-to-date backups of data contained on your hard drives before running any new software. If you do not accept these conditions, do not use this disc.

DISC NOT WORKING?

If your *AFCD* is defective, please return it to the address below. Please make sure that you have followed our installation procedures correctly to ensure that there is no physical problem. Please send us the *AFCD* along with a description of the fault (not forgetting your name and address). A new working version should be returned to you within 28 days. The return address for faulty discs is:

CD Systems • VDC House • House Way • Wembley • Middlesex • HA9 0EH

Your *AFCD* should only need replacing if the CD itself cannot be read. If, instead, you are experiencing problems with an individual application, phone our technical support line.

This is open between the hours of 2pm and 5pm every Tuesday.

Tel: 01225 442244 Fax: 01225 732341

Email: amformat@futurenet.co.uk

(Please remember to put "Coverdisc" in the subject line.)

Please note that the helpline staff provide assistance with technical problems directly related to the CD and cannot provide training on the software or hardware in general.

We want your work!

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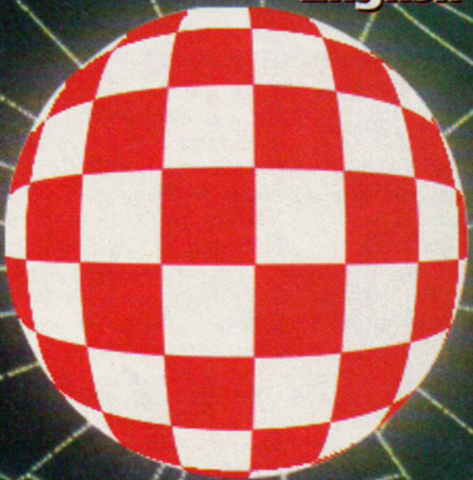
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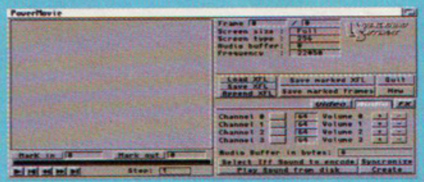
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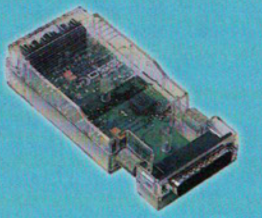
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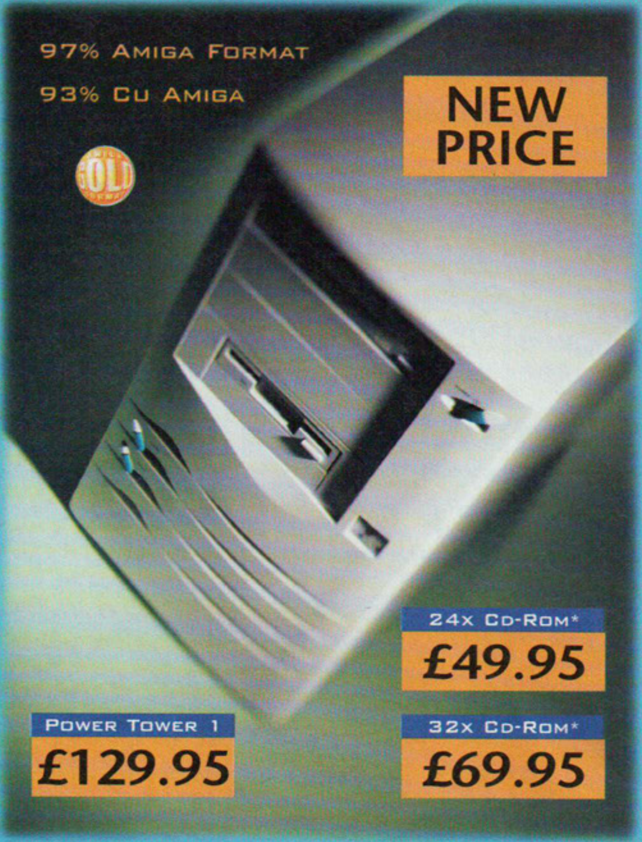
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IDE Cables
- 2.5" Cable
- 3.5" 3-Way 40-pin

IDE Cables £9.95



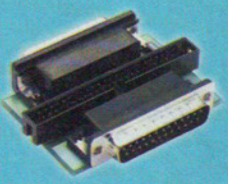
Panasonic LS120
- 120MB Floppy drive
- Cable, IDE Fix 97, 120MB disk
- 4 Way IDE buffered interface

LS120 External £149.95
LS120 Internal £129.95
LS120 Internal no IDE . . £95.95
LS120 Disk £12.95



Iomega ZIP Drive
- Internal ZIP Drive
- Cable, IDE Fix 97
- Power Zip Tools
- 100MB Zip disk
- 4 Way IDE buffered interface

Internal Zip Drive £149.95
External Zip Drive £169.95



Int. SCSI Adaptor
- For the Power Tower
- Suitable for ext. connection
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- Fits Viper Mk5 or any other SCSI device for int. connection

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SCSI-II (micro high density connector, int. 50-way header external micro HD connector) £25.95
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SCSI-III (7-way connector) £69.95
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- AGA Chipset
- Software

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- Upto 64MB RAM
- FPU optional

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Inc. FPU **£199.95**



Apollo 68040

- A1200 68040 Accelerator

Apollo 1240 25MHz . . .£129.95
Apollo 1240 40MHz . . .£189.95

Apollo 68060

- A1200 68060 Accelerator

Apollo 1260 50MHz £269.95
Apollo 1260 66MHz £319.95
66MHz is clocked up

Viper MK2

- A1200 68030 40MHz
- Full MMU

Viper MK2 Bare £79.95
Viper MK2 8MB £94.95
Viper MK2 16MB £104.95
Viper MK2 32MB £119.95
Viper MK2 64MB £199.95



Viper 520CD

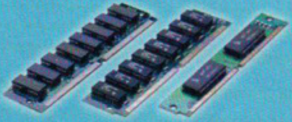
- A500 Accelerator Card
- 68020EC 33MHz without MMU
- PGA FPU Socket 33MHz Only
- Space for IDE 2.5" Hard Drive
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1230 Turbo LC

- Not PCMCIA friendly
- IDE Buffered compatible
- 33MHz inc. 33MHz FPU
- Compatible with IDE CD-ROM

1230 Turbo 4MB £59.95
1230 Turbo 8MB £69.95



Blizzard 603e

- A1200 PowerPC Card
- 603e PowerPC with 68K CPU
- No SCSI, cannot be upgraded
- Up to 128MB RAM

160MHz with 68040/25 £249.95
160MHz with 68060/50 £469.95
200MHz with 68040/25 £299.95
200MHz with 68060/50 £539.95
240MHz with 68040/25 £359.95
240MHz with 68060/50 £609.95



Blizzard 603e+

- Same specs as above
- Includes DMA SCSI-2 interface

160MHz with 68040/25 £299.95
160MHz with 68060/50 £539.95
200MHz with 68040/25 £359.95
200MHz with 68060/50 £569.95
240MHz with 68040/25 £399.95
240MHz with 68060/50 £629.95



Cyberstorm PPC

- A3000/4000(T) PowerPC Card
- 604e PowerPC with 68K CPU
- Ultra wide SCSI-3, inc. FPU/MMU

200MHz with 68040/25 £619.95
200MHz with 68060/50 £779.95
233MHz with 68040/25 £629.95
233MHz with 68060/50 £839.95

Special Offer

Special FPU prices when purchased with any accelerator card.

20MHZ (PLCC) £10
33MHZ (PLCC) £15
40MHZ (PGA) £20
50MHZ (PGA) £29

Viper 630

- A600 Accelerator Card
- 68030 33MHz Processor
- Up to 32MB RAM (1 x SIMM)
- FPU Included, PCMCIA friendly

A600 0MB 33MHz £75.95
A600 4MB 33MHz £85.95
A600 8MB 33MHz £95.95
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Amiga Monitor

- Official 1084s inc. speakers

1084s Amiga Monitor . .£119.95
(Monitor not shown)



The Golem

The outcome of two years development of a brand new game, which is going to be the first of a new breed of software, using interactive Full Motion Video at a high quality.



Minimum Requirements:

- x6 CD-ROM Drive required
- 68020 and FAST Memory
- 50MHz 68030 inc. 8MB RAM (recommended)
- Graphic Card versions in development

Game Features:

- Full Motion Video
- Rendered in Lightwave
- Several sub-games
- Huge game on 2 CD-ROMS

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